
MASTER'S SCRIBE

THE COMPUTERIZED DATA MANAGER

FOR ROLE PLAYING GAME REFEREES

MASTER'S SCRIBE

Version 1.0

by

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ROGUE SOFTWARE

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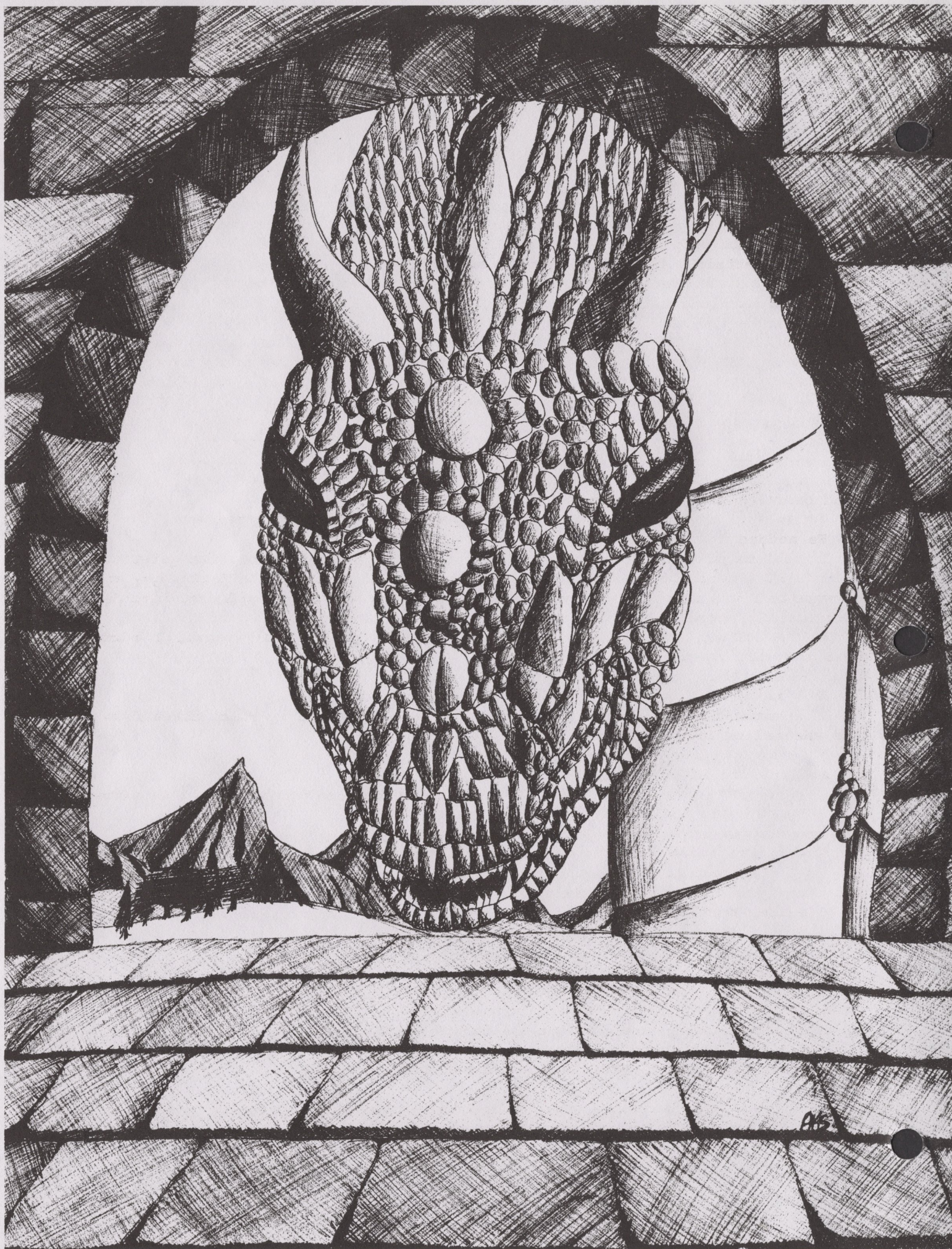
MASTER'S SCRIBE

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CHAPTER 1 INTRODUCTION

1.1 OPENING REMARKS

A warm breeze stirred my hair as I strode down the city street. It was dusk and the people of the night were creeping into the open - I could almost smell the possibilities of adventure. But what was I to do? I didn't know the town. I didn't know the people. I wasn't even sure of what I was capable of doing. But one thing was certain...there were many possibilities.

I stopped to check my surroundings and that turned out to be my first mistake.

''Hand over your money,'' a high pitched voice whispered behind me as a knife blade gleamed at my throat.

Jeeze, what a life. Only ten minutes in town and I get mugged. This was all very confusing. What should I do? Run? Call for help? Give up my money?

''No!'' I told myself. ''I am Angus of Detroit. A thief from a long line of thieves who had achieved greatness by using their wits and skill.''

So I clamped my hand around the wrist which held the knife and spun to face my attacker - a hobbit. It was a hobbit standing on a box. Damn hobbits are only good for one thing: putting under a wagon's wheel when it's stuck in the mud.

I hit the little guy once knocking the dagger from his hand. Then, holding my hand over his mouth, I dragged him into an alley.

''One word and you'll be in hobbit heaven. Got it?'' I threatened.

He nodded.

I tentatively removed my hand and was surprised to find he remained quiet. Maybe I could look dangerous when I had to. It was then I realized the little guy was as nervous as I was about this whole scenario. His eyes were wide with fear, and he was breathing in gasps.

Well, it was about time to make a friend in this town. I slammed the hobbit into the wall causing him to grunt.

''What's your name, little man?'' I asked.

He just stared at me with those tiny hobbit eyes.

I slammed him into the wall again and tried not to let my voice crack from all the adrenaline in my system.

''I said, What's your name?''

He remained silent.

Ok. It was time to get tough. I drew my dagger and pointed it at his chest.

''I won't ask again. What's your name?''

He just stared at me.

What now? Maybe I should ask again. I didn't really want to stab him - I mean, ok, so I'm a thief but I'm not a killer. Definitely not a killer. But I had drawn the knife, and one must always be ready to backup one's threats...to a certain extent.

Steeling myself, my dagger flashed in the moon light acrossed the hobbit's forearm, just enough to draw blood. Hopefully the sight of this would get him talking. I knew I couldn't do anymore - I already felt like a bully.

Still he didn't talk.

''LOOK YOU IDIOT,'' I roared, ''IF YOU DON'T TALK I'LL GUT YOU RIGHT HERE AND NOW.''. Then I slammed him into the wall as hard as I could. I was so nervous my ears were buzzing and my heart was racing like a horse gone wild.

''Nib.'' he squeaked. ''My name is Nib. What do you want?''

I smiled to myself. This was weird but fun...

What you have just read was my very first experience with a role playing game. It was a typical swords and sorcery adventure with muscular warriors, evil magicians,

CHAPTER 1 INTRODUCTION

and a thief named Angus of Detroit. (It was a stupid name, I'll admit it.)

I had never heard of role playing games so when my college roommate, Jeff Bedore, suggested we play I was understandably confused. Here was a guy I had only known for only a week telling me about a game where I can be anything I want to be and do anything I want to do.

Sounded interesting, but was it legal?

When Jeff got out his books and papers, I was amazed at the detail of it all. There were charts and tables and graphs for everything. There were maps of buildings, dungeons, and towns. There were drawings of monsters and descriptions of spells. It looked like a lot of work for the referee, but fun for the players so I agreed to play.

I felt uneasy for the first few minutes of the game, with Jeff sitting hunched over his books, telling me everything I saw, heard, and smelled. This was certainly nothing like chess, poker, or even paper, rock, scissors. This was a game that used the theater of the mind (the ultimate toy) as the board to play on - all action happened inside your head.

My uneasiness soon wore off as I became immersed in Jeff's world. I actually felt exhilarated at the possibilities while standing in the street of a nonexistent town. I felt scared when an imaginary knife was put to my throat. I felt sad for having to bully a hobbit that never lived. And I really felt those emotions. I wasn't just acting. That's what made the game - the range of emotions it produces is astounding. Sure, we all get excited when we own Board Walk and Park Place. We all get excited when we move in for a checkmate. But that is all most games produce - excitement. Here was a game that could make you feel practically any emotion.

Since that night, I have participated in many different role playing games: I've battled mythical monsters in dark dungeons. I've been a sergeant on a mission behind enemy lines in World War II. I've captained huge dreadnought star ships. All this without so much as a scratch.

Mentally and emotionally, role playing games are challenging and allow you to learn about yourself and your compatriots. These games teach an individual the value of being a group player and also they teach you to put faith in your own abilities. But role playing games aren't for everyone...only those who enjoy using the theater in their minds.

1.2 WHY MASTER'S SCRIBE

For a role playing game to be enjoyable it is either full of things the Moral Majority would find upsetting or it has enough options so as to not make the players feel as if they are being forced through the game without a chance to explore the surroundings. A game must be a feeling of depth, of a certain amount of realism and logic to what is happening. There must be a number of characters, places, and events that all interlock with logical rules - rules the players can be confident will be used again and again.

Being one of those unfortunate game referees not gifted with total recall, I've found the amount of data needed for a believable game to be overwhelming. There is

CHAPTER 1 INTRODUCTION

always so much to do as the referee - sift through my notes to look up how many monsters are in a room, try and remember the number of dice used for a particular roll, look in a table to find what happens for a particular roll. So at really hectic times I would just guess...or worse yet make up the information (I dare you to tell me you haven't!) For the most part I could fool my players into thinking it had all been created before hand and that I could remember every detail of the game, but it always left me feeling like I cheated both myself and the players. So, after years of wanting a level of realism I couldn't attain without slowing down the game, I (with lots of help) developed a system to handle all the game information - MASTER'S SCRIBE.

MASTER'S SCRIBE is not intended to take the place of a referee; merely to make the job easier. The personal computers of today are fast but no computer system could possibly be devised with the on the spot creativity needed for a successful game - only the human mind can do that. But the computer can assume the most dirty, scummy, unwanted burden in role playing games - that of a paper shuffler.

MASTER'S SCRIBE was designed with two main goals: 1) to help a referee organize his information, and 2) to allow the referee quick access to that data. This system can be used while a game is taking place or, should no computer be available where the game is being played, the reports it prints can be used.

When used during a game, MASTER'S SCRIBE allows the referee to find and update data quickly. Table information can be viewed, room descriptions can be read and player information updated, along with other data manipulation - all without moving a single page of paper. No longer will stacks of books, magazines, and notes have to be lugged around; just a couple diskettes.

But should no computer be available for use where the game is being played, the game information can still be typed into MASTER'S SCRIBE and the easily read reports it generates used in place of books, magazines, and long pages of hand written notes. And once the game is finished, changes in information can be typed into MASTER'S SCRIBE and reprinted for the next game.



CHAPTER 2 INSTALLATION

2.1 INSTALLATION OF MASTER'S SCRIBE

The installation program copies the MASTER'S SCRIBE executable programs and data base to your hard disk.

To install MASTER'S SCRIBE onto your computer:

1. Insert MASTER SCRIBE DISKETTE #1 in drive A:
2. Type A: and hit ENTER to change the working drive to drive A:
3. Make a backup copy of the MASTER SCRIBE disks:
 - a. Type MASTBACK and hit ENTER.
 - b. Follow the instructions that appear on screen.
4. Type MASTINST and hit ENTER.
5. Follow the instructions that appear on screen.
6. Type MAST to start the program and verify MASTER'S SCRIBE was properly installed.

If the MASTER'S SCRIBE main menu appears, the system was installed correctly. Should the main menu not appear or an error message appears, attempt to run MASTINST again or contact ROGUE SOFTWARE: by phone (815) 233-2452, by mail ROGUE SOFTWARE, ATTN: MASTER'S SCRIBE, P. O. BOX 920, Freeport Illinois, 61032.

When contacting Rogue Software with a problem, have the following information ready:

1. Make and model of your computer.
2. Amount of memory installed in your computer.
3. Make and model of your printer.
4. The version of MASTER'S SCRIBE you have.

2.2 SYSTEM REQUIREMENTS

The following hardware and software is needed to use MASTER'S SCRIBE:

Computer	: An IBM PC, PC/XT, or PC/AT or a 100% compatible.
Hard Disk	: At least 1 meg of free disk space.
Operating System	: MS-DOS, version 3.2 or later.
Display	: Monochrome or color.
Computer Memory	: MASTER'S SCRIBE can operate using RAM of 356K.

2.3 README FILE

Read the README.DOC. Any changes or additions made to MASTER'S SCRIBE after this manual was printed are kept in this file.

To print README.DOC:

1. Make sure your printer is on.
2. Type in CD MAST and hit ENTER to move to the MASTER'S SCRIBE directory.
3. Enter the command PRINT README.DOC and hit ENTER.
4. Hit ENTER again if the computer asks which printer to use.



3.1 TUTORIAL BEGINNING

This section marks the beginning of the tutorial where first time users of MASTER'S SCRIBE should start. Instead of going through the manual in the order of the chapters, the tutorial skips from section to section in the order you would take if you were building an adventure from scratch. If you look at the end of each section you will see a heading of TUTORIAL where explanations and examples are given. The examples provided use the small adventure module TURN ABOUT IS FAIR PLAY, which is provided with this package.

As we go through the tutorial, please feel free to stop and play around with the data given in TURN ABOUT IS FAIR PLAY. And don't be afraid should you make any big mistakes with the data, you can always reload the adventure module from the MASTER'S SCRIBE diskette.

Although some sections of MASTER'S SCRIBE may interest you more than others, please read through the entire tutorial; valuable information is scattered throughout it.

Once you have finished with one section, the tutorial will tell you section to go to next.

*** TUTORIAL ***

With that out of the way, let's move on to 3.2 FIELDS - RECORDS - FILES - KEYS.

3.2 FIELDS - RECORDS - FILES - KEYS

This section contains an explanation of how data is stored on a computer. This information is important to understand the workings of MASTER'S SCRIBE. The ideas set forth here are somewhat similar to how a filing cabinet is used, so think of your computer as an electronic filing cabinet - one that you can open all the drawers and it won't fall over on you.

FIELDS -

The field is the most basic particle of data you will be using with MASTER'S SCRIBE. A field is one 'piece' of information. For example, on the CHARACTER DESCRIPTION MAINTENANCE screen the space where character name can be entered is known as a field. To use the filing cabinet example, if you were to write the character's name on a piece of paper it could be said that there was one field on the paper - character name.

RECORDS -

Records are comprised of 1 or more fields grouped together. An example of this would be all the fields on the CHARACTER DESCRIPTION, CHARACTER ITEMS, and CHARACTER NOTES screens - these fields make up a character record. In the spirit of the filing cabinet, if you were to write a character name, age and weight on a piece of paper that sheet of paper would be considered a record.

FILES -

A file is where like records are held on a diskette or hard disk. Character records are kept in a character file, and item records are kept in item files. To carry the cabinet example one step further, a file would be the cabinet drawer where you would keep all the pieces of paper that you had written character names, ages, and weights.

KEYS -

A key is a field that distinguishes one record from another in a file. On the CHARACTER DESCRIPTION MAINTENANCE screen the CHAR# field is the key. You can put any information in any field for any character, but the CHAR# must always be different between characters. This would be similar to you searching through the filing cabinet drawer where your character records are stored - you have the character you are looking for when you find the sheet with the proper name on it. The character name would be considered the key.

*** TUTORIAL ***

These ideas may seem a little strange to you, but think about them and the examples given. It should all fall into place when you get further into the tutorial.

Move to section 3.3 THE ADVENTURE.

3.3 THE ADVENTURE

With MASTER'S SCRIBE you receive a small adventure module which is called TURN ABOUT IS FAIR PLAY. It is the heart warming tale of an evil princess who is torturing a small dragon to get it's most valuable treasure - the Gem of Knowledge. It is up to your brave adventurers to save the poor creature or defeat the princess and continue torturing the beast to get the treasure.

As the game referee, it is up to you to read through and become familiar with the materials for this adventure. The first thing you will want to do is get into the WORD PROCESSING function and view the file FAIRPLAY.DOC. This file will tell you what files you should read through and the order you should read through them.

To go with the adventure module, three maps are in the back of this manual. Several characters are provided, a dozen or so items, and several rooms and tables.

If you like, add to it before running and players through it. That would be a very way of learning the uses of MASTER'S SCRIBE.

*** TUTORIAL ***

Move to section 4.1 MAIN MENU.



4.1 MAIN MENU

MASTER'S SCRIBE	
Date:01/01/91	Time:11:24:43
MAIN MENU Options 1. Information Maintenance 2. Interactive Play 3. Reports 4. Utilities 5. Word Processor 99. Exit MASTER'S SCRIBE Choose Option#	
Rogue Software	

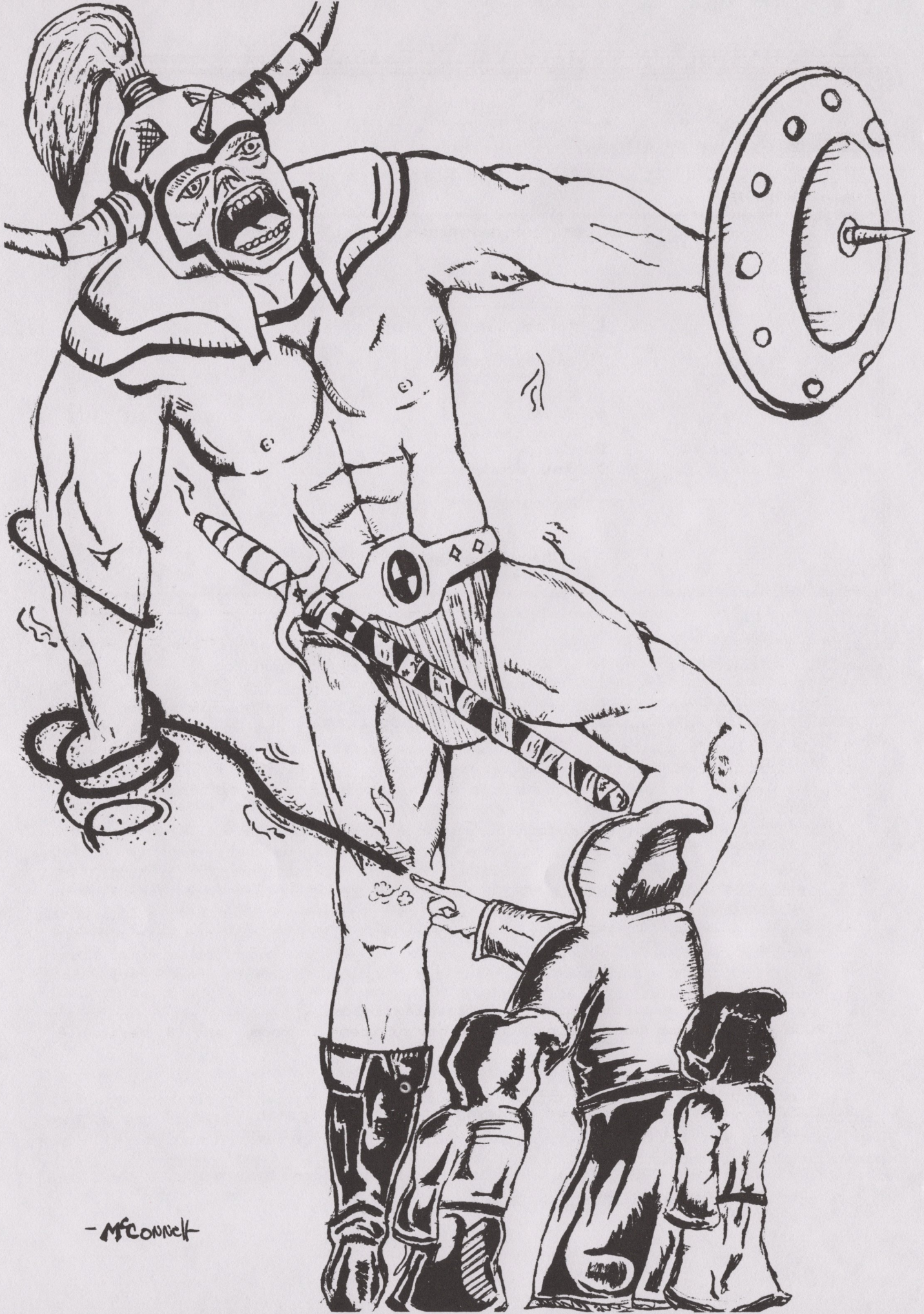
MASTER'S SCRIBE MAIN MENU will be the first screen you see after typing in MAST from DOS. From here you have access to the five major functions:

1. INFORMATION MAINTENANCE - This section is used before a game is played. From here data is input about adventures, characters, items, rooms, and tables. It is also from here that definable screens are arranged and files are created.
2. INTERACTIVE PLAY - This is to be used by the game referee while involved in a role playing game. These screens are designed for the rapid search, display, and update of data within an adventure.
3. REPORTS - Print out all information generated in the INFORMATION MAINTENANCE and INTERACTIVE PLAY sections. The game referee can use these reports to play from if no computer is available at the site of the game.
4. UTILITIES - Load MASTER'S SCRIBE files from diskette onto your computer or save your adventure files onto diskette to give to a friend who also uses MASTER'S SCRIBE. In addition, this section allows you to compress and copy MASTER'S SCRIBE files as well as being able to set the computer date and time.
5. WORD PROCESSOR - From here the referee can create documents on subjects not covered by INFORMATION MAINTENANCE.
99. EXIT MASTER'S SCRIBE - Leave the MASTER'S SCRIBE system and return to DOS.

*** TUTORIAL ***

MENU - A menu is a screen which displays a list of other screens you can go to. At the bottom of a menu is field that allows you to input the OPTION # of the screen you wish to go to. After you have typed in the OPTION#, hit ENTER and you will be moved to the desired screen.

Go to 5.1 INFORMATION MAINTENANCE MENU.



- McConnel -

5.1 INFORMATION MAINTENANCE MENU

Date:01/01/91

MASTER'S SCRIBE

Time:13:22:35

INFORMATION MAINTENANCE MENU

Options

1. Adventure
2. Data Path
3. Character Description
4. Character Items
5. Character Notes
6. Item
7. Room
8. Rule
9. Table
10. Screen/File/Data Path Setup
99. Return to Main Menu

Choose Option#

Rogue Software

The INFORMATION MAINTENANCE section is to be used by the referee before a game is played. This is where data is input to build your adventures. From this menu there are screens that allow you to setup screens, files, and data paths. You can also input data about adventures, characters, items, rooms, rules, and tales. INFORMATION MAINTENANCE is composed of 10 sections:

1. ADVENTURE - Explanation, notes, and background on a particular adventure. Also has the adventure author's name and a definition of the type of money used.
2. DATA PATH - Link an adventure to the character, item, room, rules, and table files it uses. This tells INTERACTIVE PLAY what files to use for a particular adventure.
3. CHARACTER DESCRIPTION - Displays player's name, date last played, character's name, physical description, and 56 definable fields for the referee to decide how to use.
4. CHARACTER ITEMS - Inventory of items owned by a character. Tells quantity and location of items, total weight carried, and money carried.
5. CHARACTER NOTES - History, background, and referee's notes on a character.
6. ITEM - Tells weight and value of an item along with an indepth description of the item. Also includes 18 definable fields.
7. ROOM - Gives room description, inventory of items in room, and 18 definable fields.
8. RULE - Displays the step by step procedures the referee should follow for a particular rule or action.
9. TABLE - Allows the input of information in table format.
10. SCREEN/FILE/DATA PATH - Where definable fields for the CHARACTER DESCRIPTION, ITEM, and ROOM screens are decided on by the referee. Where CHARACTER, ITEM, ROOM, RULE, and TABLE files are created and also where CHARACTER ITEM and ROOM item data paths are setup.

CHAPTER 7 REPORTS

Fields on REPORTS:

1. Reports Column - From here you choose the report you wish to print. To choose a report just put a Y by the type of report you desire. More than one report can be printed at a time.
2. Files Column - Here you can specify a file or a range of files to report on. If you leave these fields blank, all files will print. If you put in just one file number, that will be the file reported on. You can choose a range of files to report on by putting the lower keyed file in the left most fields of the Files column and by putting a higher keyed file in the right most field of the Files column. (See TUTORIAL example.)
3. Records Column - Here you can specify the record or range of records to report on. (Within the range of files.) If you leave these fields blank, all records will print. If you put in just one record number, that will be the record reported on. You can choose a range of records to report on by putting the lower keyed record in the left most fields of the Records column and by putting a higher keyed record in the right most field of the Records column. (See TUTORIAL for example.)

** TUTORIAL **

Some of the reports do not allow for a range of files, this is because the information is not in different files.

Some of the reports do not allow for a range of records. This is because records do not apply to those reports.

REPORT ON ONE RECORD - Suppose you wanted a report listing only the character description of Princess Kana Malrock. First you would put a Y next to Character Description under the Reports column. Then you would put a 2 in the first field of the Files column which is directly beside where you typed Y. Then you would move to the first field on the Records column and type in a 2. This tells the computer, Yes you want a Character Description Report on Record#2 within File#2.

REPORT ON ONE RECORD KEY IN ALL FILES - Suppose you wanted a Character Description report on all the characters in all files that have a Record key of 1. Put a Y next to Character Description under the Reports column. Leave the Files column blank. Put a 1 in the first field of the Records column.

REPORT ON A RANGE OF RECORDS IN A FILE - To get a Character Description report on all characters in Character File#1 that have a record key between 1 and 4, put a Y next to Character Description in the Reports column. Put a 1 in the first field of the Files column. Put a 1 in the first field under Records column and a 4 in the second field under Record column.

REPORT ON ALL RECORDS IN A RANGE OF FILES - To get a Character Description report on all characters in Character Files#1 to 3, put a Y next to Character Description in the Reports column. Put a 1 in the first field of the Files column and a 3 in the second field. Leave the Records column blank.

These examples will work for the reports which have fields under the Files column or Records column.

CHAPTER 5 INFORMATION MAINTENANCE

4. MONEY TYPE - There are four fields in a row which designate the types of money used in the universe of this adventure. A universe of the future might use credits, a medieval universe might use gold, silver and copper. The field farthest to the left is considered the most valuable type of money. The value of the money type decreases as you get closer to the right side of the screen.
5. WEIGHT - The weight of one piece of each MONEY TYPE entered. Each weight is below the money type it matches.

The following field is a text window. (See TUTORIAL for explanation)

6. ADVENTURE NOTES - any type of information particular to this adventure can be entered. List the order of events that are to occur. Give details on how certain characters will act towards the players. Write an opening description of the adventure to read to the players.

*** TUTORIAL ***

TEXT WINDOW - Remember screens that are Record Windows? Well, ADVENTURE MAINTENANCE has what as known as a text window in it - the Adventure Notes field. A text window allows you to type in any amount of text you want; sort of like an electronic note pad. Text windows act much like a record windows the only major difference being you can type off the edge of a line and it will wrap around to the beginning of the next lowest line. You can still add a line (ALT A) and delete a line (ALT D).

MOVEMENT INTO AND OUT OF A WINDOW - When there are other types of fields on a screen that contains a window you must enter and exit the window area (Text or Record Windows).

To get into a window, hold down the ALT key and hit an arrow key that will move the cursor in the direction of the window. The cursor will appear inside the window and you will be allowed to move anywhere within the window area.

To get out of the window, hold down ALT and hit an arrow in the direction you wish to leave the window by.

In our example the ADVENTURE# is 1, and the title of the adventure is TURN ABOUT IS FAIR PLAY. The author is named Robert W. Love. The four types of money are PLATINUM which weighs 1.35 units, GOLD which weighs 1.00 unit, SILVER which weighs .50 units, and COPPER which weighs .15 units. (A unit can be anything you want.) In ADVENTURE NOTES we give the opening dialogue to the referee and then important facts he should know before the game starts.

Try jumping into and out of the window area. Hit ALT ARROW DOWN and the cursor will appear in the Adventure Notes area. Hit ALT ARROW UP and the cursor will leave the Adventure Notes Area. Also try updating the text window. Use the ALT D and ALT A keys.

Let's move on to 5.3 DATA PATH.

5.3 DATA PATH MAINTENANCE

DATA PATH MAINTENANCE				
Date:01/01/91		Time:21:22:51		
Adventure# 1		Title:TURN ABOUT IS FAIR PLAY		
CHARACTER # Title 3 Player C 2 Non-Play 1 Monsters	ITEM # Title 2 General 1 Weapons 3 Magical	ROOM # Title 2 Caravan 1 Caverns	RULE # Title 1 Magic Sp 2 Melee Ru	TABLE # Title 1 Dice Rol
Rogue Software				

The DATA PATH MAINTENANCE screen is where you set up the data paths for adventures. (See the tutorial in 5.11.9 for an explanation of data paths.) This is done because INTERACTIVE PLAY works off of the files that are specified in the adventure data path. If this screen is not filled out INTERACTIVE PLAY will not work.

This screen contains five data paths on it. Once for each type of file an adventure uses: CHARACTER, ITEM, ROOM, RULE, TABLE. Within each file type there is room for ten different files.

Fields on DATA PATH MAINTENANCE:

1. ADVENTURE# - The key to the adventure data.
2. TITLE - Title of the adventure.
3. CHARACTER # - The character file key in the data path. There are 10 of these fields in the column.
4. CHARACTER TITLE - A short version of the character file title. This field is automatically updated with the file title when a file# is input.
5. ITEM, ROOM, RULE, TABLE columns work in the same manner as the CHARACTER column.

*** TUTORIAL ***

The data path in the example is for Adventure#1, TURN ABOUT IS FAIR PLAY. There are 3 character files used with this adventure, all 3 item files, 2 room files, 2 rule files, and the table file. These are the files that will be used when you use Adventure #1 in the INTERACTIVE PLAY section.

Next up is 5.4 CHARACTER DESCRIPTION MAINTENANCE.

5.4 CHARACTER DESCRIPTION MAINTENANCE

CHARACTER DESCRIPTION MAINTENANCE			
Date:01/01/91		Time:21:34:29	
File# 2	Char# 2	Name:Princess Kana Malrock	
Age:26	Weight:115	Height:5'8"	Sex:F
Eyes:Green		Hair:Black/long	Race:Human/Elf
Other:Small tatoo of dragon on back of left hand			Skin:Tan
Str :13	Levl:6	Class	:Magic User
Int :17			
Dext:14		Weapons	:Dagger
Cons:16			:
Char:17			:
Mana:17			:
			:
			:
			:
			:
			:
			:
			:
Player Name:Non-player Character		Last Played:	

Rogue Software

The CHARACTER DESCRIPTION MAINTENANCE screen is where a basic physical description of each character is input. This screen will be setup according to the character description screen setup that was lined to the character file in use.

Fields on CHARACTER DESCRIPTION MAINTENANCE:

1. FILE# - The character file the character data resides in.
2. CHAR# - The character key.
3. NAME - Name of the character.
4. AGE - Age of the character.
5. WEIGHT - Weight of the character.
6. HEIGHT - Height of the character.
7. SEX - Sex of the character.
8. RACE - Race of the character.
9. EYES - Color and type of eyes.
10. HAIR - Color and style of hair.
11. SKIN - Color and type of skin.
12. OTHER - Any other additional description.
13. DEFINABLE FIELDS - Any definable fields you set up.
14. PLAYER NAME - Name of the person who plays the character.
15. LAST PLAYED - Date the last time this character played in a game.

*** TUTORIAL ***

DELETING A CHARACTER RECORD - If you delete a record (CTRL R) from a charcter screen, you get rid of data in all three character screens: CHARACTER DESCRIPTION, ITEMS, and NOTES. Be careful how you use this command.

CHAPTER 5 INFORMATION MAINTENANCE

DUPLICATE RECORD KEYS - Please be aware that two records can have the same key so long as they don't reside in the same file.

See how the definable fields we set up in 5.11.1 are here? That's because in 5.11.1 we set up the Character Description Screen Layout#1 and then in 5.11.4 we told the computer to use Screen Layout#1 whenever Character File #2 is used.

In the example we are showing the character description of naughty Princess Kana Malock. She's young, tall and slender, part human and part elf. She has green eyes, long black hair, and tan skin. She also has a tatoo on the back of her left hand. Then we give the data on her in the definable fields.

Try switching to another character file. Type in CHAR FILE#1, CHAR#1, that will switch you to the monster file and bring up the dragon character description. Go to 5.7 ITEMS MAINTENANCE.

5.5 CHARACTER ITEMS MAINTENANCE

CHARACTER ITEMS MAINTENANCE					
Date:01/01/91			Time:18:49:54		
File#	2	Char#	1	Name:Grogin Rambatta	
		Carried Money:	Highest 4	High 2	Low 21 Lowest 10
Qty	Item#	Description	Carried	Location	
1	10	Leather Armor	Y	Worn	
12	2	Arrow	Y	Quiver	
1	3	Large Crossbow	N	Horse	
6	4	Short Dagger	Y	Up sleeves	
1	5	Horse	N		
1	6	Saddle	N	Horse	
1	7	Blanket	N	Horse	
1	8	Quiver	Y	On back	

Rogue Software

The CHARACTER ITEMS MAINTENANCE screen is used to keep track of the items a character owns and the money that person carries. Any item you type in here must reside in an item file that is a part of the data path for the character file. (Remember 5.11.9 Character Items Data Path Setup?)

Fields on CHARACTER ITEMS MAINTENANCE:

1. FILE# - The character file the character data resides in.
2. CHAR# - The key to the character record.
3. NAME - Name of character.

CHAPTER 5 INFORMATION MAINTENANCE

4. CARRIED MONEY - There are four fields in this row. Each field is below the type of money it represents. This is the money the character is carrying.

The following fields are in the same record window.

5. QNTY - This is the number of items given.
6. ITEM# - The key to the item record.
7. DESCRIPTION - Description of the item.
8. CARRIED - Is item carried by character or not?
9. LOCATION - The location of the item.

*** TUTORIAL ***

DUPLICATE KEYS IN A DATA PATH - Suppose we had Item File#1 which has a record with an Item# of 10. Also suppose that we had an Item File#2 which has a record with an Item# of 10. Now further suppose that these two item files were in the same data path for a character items screen? If you input Item#10 the description for the item in the first file would be listed. How do you get to the item in the second file? Hit KEY search (ALT K). That will have it look for the next occurrence of the key in the files of the data path.

The example gives an inventory of what Mr. Grogin Rombatta owns and how much money he carries. The list of items is in a record window. (Remember how you get into a window? ALT ARROW KEY).

Try putting duplicate keys in item files and then calling up the records using ALT K (KEY search of data path).

Now go to 5.6 CHARACTER NOTES MAINTENANCE.

5.6 CHARACTER NOTES MAINTENANCE

CHARACTER NOTES MAINTENANCE		
Date:01/01/91	Time:21:50:05	
File# 2	Char# 2	Name:Princess Kana Malrock
Notes: BRIEF HISTORY At a very early age, Princess Kana showed great talents in the ways of magic. The court magicians taught her all they could. But once she had soaked up all their knowledge she went off in search of more. Having travelled far and wide, Princess Kana knows much about distant lands and on rare occasion she has been known to tell tales of her adventures. In her lust for knowledge Princess Kana has become mean and ruthless. She will stop at nothing to get what she wants. And she wants it all. She hopes to return home someday and rule the land of her parents - whether they want her to or not.		
Rogue Software		

The CHARACTER NOTES MAINTENANCE screen is where you can add any additional information about the character: history, family, mannerisms, personality. You can also write what the character was doing when last in the game.

Fields on CHARACTER NOTES MAINTENANCE:

1. FILE# - Character file the character data resides in.
2. CHAR# - Key to the character record.
3. NAME - Name of character.

The following field is a text window.

4. NOTES - Type in any additional information about the character - history, family, personality, mannerisms.

*** TUTORIAL ***

This example uses Princess Kana Malrock, (the evil princess). The Character Notes give a brief background on the princess that you could add to should you want to.

Next is 5.5.8 ROOM MAINTENANCE.

5.7 ITEM MAINTENANCE

ITEM MAINTENANCE						
Date:01/01/91				Time:21:53:33		
File#	3	Item#	1	Desc:Gem of Knowledge		
Weight:	5.50	Value:	Highest 3000	High 0	Low 0	Lowest 0
				Height	:3 inches	
				Length	:3 inches	
				Width	:2 inches	
Additional Description:						
PLAYER:						
A dark purple gem the size of a man's fist.						
REFEREE:						
When not held, the gem is a dark purple, but when it is picked up the gem lights up with a brilliant purple.						
To hold it gives one the combined knowledge of all persons with 10 feet. But only a small amount of the knowledge is retained when the gem is no						
Rogue Software						

The ITEM MAINTENANCE screen is where you describe the details about an item - a magic chair, a valuable ring, or a weapon. The items that are entered here are the items used in CHARACTER ITEMS and ROOM screens. So if there is a chair in a room, a record about the chair must first be entered into a file from this screen.

Fields on ITEM MAINTENANCE:

1. FILE# - Item File that the item record is in.
2. ITEM# - Key to item record.
3. DESC - Short description of item.
4. WEIGHT - Weight of item.
5. VALUE - There are four fields in this row which designate the value of an item. A value can be under more than one type of money. For example: If one gold piece is worth ten silver pieces and one silver piece is worth ten copper pieces and item could be worth 2 gold pieces and 4 copper pieces.
6. DEFINABLE FIELDS - Input any created.

The following field is a text window.

7. ADDITIONAL DESCRIPTION - Type in any extra information about the item: special properties, dangers, bonuses, etc.

*** TUTORIAL ***

The item in the example is the GEM OF KNOWLEDGE. It weighs 5.50 lbs. and has a value of 3000 of the highest coin in whatever universe the adventure is in. The definable fields were filled in. A brief description was given to the player and an extended description was given to the referee.

Go to 5.5 CHARACTER ITEMS MAINTENANCE.

5.8 ROOM MAINTENANCE

ROOM MAINTENANCE

Date:01/01/91

Time:21:55:32

File# 1

Room# 10a

Title:Tany's Bar

Hght:10'

Wdth:30'

Dpth:60'

Walls :Wood

Floor :Wood

Ceiling :Wood beams

Description

PLAYERS:

This long room smells vaguely of sour wine and is filled with tables and chairs. Against the north wall is a bar and in the northwest corner is a small stage. Against the east wall is a door.

REFEREE:

Behind the bar is a trap door where Tany keeps his money box. The money box has 1d20 gold prices in

Qty

Item#

Description

10

40

Table

20

41

Chair

1

50

Money Box (Small)

Rogue Software

The ROOM MAINTENANCE screen is where you describe a room and give an inventory of items. Now this doesn't mean only enclosed areas can be entered here. Any 'place' can be described here: a large field of flowers, a mountain, a molehill.

Fields on ROOM MAINTENANCE:

1. FILE# - Room file the room data resides.
2. ROOM# - Key to room record.
3. TITLE - Description of room.
4. DEFINABLE FIELDS - Fill out any definable fields created.

The following field is a text window.

5. DESCRIPTION - This is where any extra data is written about the room or area. Tell about the traps, monsters, and treasures it contains.

The following fields are in the same record window. This section of the screen is the data path was created in 5.11.10 Room Items Data Path Setup.

6. QNTY - The quantity of an item in the room.
7. ITEM# - The key to an item in the room.
8. DESCRIPTION - This field is filled automatically when an ITEM# is entered.

*** TUTORIAL ***

The example displays information describing the front room of Tany's bar. Play around with the different sections (This screen has two different windows in it).

When you have that warm and glowing feeling that tells you you have mastered a screen, advance to 5.9 RULE MAINTENANCE.

5.9 RULE MAINTENANCE

RULE MAINTENANCE														
Date:01/01/91		Time:21:57:39												
File# 1	Rule# 1	Title:Sleep Spell												
Rule Data: The sleep spell will cause an individual to fall asleep. Depending on the output of energy from the spell, the effects can be anywhere from drowsiness to death. Steps to cast this spell: Calculate the amount of energy in the spell. (Rule#10) If the energy is below the creature's intelligence there is no effect. Amount above <table style="margin-left: 40px;"> <thead> <tr> <th style="text-align: left;">Int.</th> <th style="text-align: left;">Effects</th> </tr> </thead> <tbody> <tr> <td>1 - 2</td> <td>Drowsy</td> </tr> <tr> <td>3 - 5</td> <td>Light Sleep</td> </tr> <tr> <td>6 - 8</td> <td>Normal Sleep</td> </tr> <tr> <td>9 - 10</td> <td>Deep Sleep</td> </tr> <tr> <td>11 - 12</td> <td>Coma</td> </tr> </tbody> </table>			Int.	Effects	1 - 2	Drowsy	3 - 5	Light Sleep	6 - 8	Normal Sleep	9 - 10	Deep Sleep	11 - 12	Coma
Int.	Effects													
1 - 2	Drowsy													
3 - 5	Light Sleep													
6 - 8	Normal Sleep													
9 - 10	Deep Sleep													
11 - 12	Coma													
Rogue Software														

The RULE MAINTENANCE screen is where you layout the rules of your universe. Give an indepth explanation about the steps the referee must take when rolling up a sword battle. Tell all about each spell in the universe.

Fields on RULE MAINTENANCE:

1. FILE# - Rule file the rule data is in.
2. RULE# - Key to the rule record.
3. TITLE - Short description of the rule.

The following field is a text window.

4. RULE DATA - Explain all about the rule. What are the conditions of the rule?
What steps must be followed?

*** TUTORIAL ***

In the example we have an explanation of the sleep spell. A description of the spell is given, the steps to be taken in casting the spell, and the effects of the spell.

Try creating a few of your own rules.
Move on to 5.10 TABLE MAINTENANCE.

5.10 TABLE MAINTENANCE

TABLE MAINTENANCE																																
Date:01/01/91		Time:22:16:58																														
File# 1	Table# 4	Title:Dragon's Treasure List																														
Table Data: <table style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="text-align: left;">Dice Roll</th> <th style="text-align: left;">Treasure</th> </tr> </thead> <tbody> <tr><td>1</td><td>Gold</td></tr> <tr><td>2</td><td>Silver</td></tr> <tr><td>3</td><td>Empty</td></tr> <tr><td>4</td><td>Copper</td></tr> <tr><td>5</td><td>Sword</td></tr> <tr><td>6</td><td>Pearls</td></tr> <tr><td>7</td><td>Jewels</td></tr> <tr><td>8</td><td>Gold</td></tr> <tr><td>9</td><td>Copper</td></tr> <tr><td>10</td><td>Silver</td></tr> <tr><td>11</td><td>Empty</td></tr> <tr><td>12</td><td>Jewels</td></tr> <tr><td>13</td><td>Fake gold</td></tr> <tr><td>14</td><td>Empty</td></tr> </tbody> </table>			Dice Roll	Treasure	1	Gold	2	Silver	3	Empty	4	Copper	5	Sword	6	Pearls	7	Jewels	8	Gold	9	Copper	10	Silver	11	Empty	12	Jewels	13	Fake gold	14	Empty
Dice Roll	Treasure																															
1	Gold																															
2	Silver																															
3	Empty																															
4	Copper																															
5	Sword																															
6	Pearls																															
7	Jewels																															
8	Gold																															
9	Copper																															
10	Silver																															
11	Empty																															
12	Jewels																															
13	Fake gold																															
14	Empty																															
Rogue Software																																

The TABLE MAINTENANCE screen is where you store tables of information: outcomes of dice rolls, types of items available in certain stores, people that might be met in certain places.

Fields on TABLE MAINTENANCE screen:

1. FILE# - File the table information is in.
2. TABLE# - Key to the table record.
3. TITLE - Description of table.

The following field is a text window.

4. TABLE DATA - This is where all the data for the table is written. First type in the column titles and then input the data in the columns.

*** TUTORIAL ***

In the example above is a table of what could be in the treasure chests of the dragon's lair.

Next we move to an entirely new area, 6.1 INTERACTIVE CHOICE/HELP SCREEN.

5.11 SCREEN/FILE/DATA PATH SETUP MENU

MASTER'S SCRIBE							
Date: 01/01/91	Time: 00:56:42						
SCREEN/FILE/DATA PATH SETUP MENU <table style="width: 100%; border-collapse: collapse;"> <tr> <th style="width: 33%; text-align: center; border-bottom: 1px solid black;">Screens</th> <th style="width: 33%; text-align: center; border-bottom: 1px solid black;">Files</th> <th style="width: 33%; text-align: center; border-bottom: 1px solid black;">Data Paths</th> </tr> <tr> <td style="vertical-align: top; padding: 5px;"> 1. Character Desc. 2. Item 3. Room </td> <td style="vertical-align: top; padding: 5px;"> 4. Character 5. Item 6. Room 7. Rule 8. Table </td> <td style="vertical-align: top; padding: 5px;"> 9. Character Items 10. Room Items </td> </tr> </table> 99. Return to Information Maintenance Menu Choose Option#		Screens	Files	Data Paths	1. Character Desc. 2. Item 3. Room	4. Character 5. Item 6. Room 7. Rule 8. Table	9. Character Items 10. Room Items
Screens	Files	Data Paths					
1. Character Desc. 2. Item 3. Room	4. Character 5. Item 6. Room 7. Rule 8. Table	9. Character Items 10. Room Items					
Rogue Software							

The SCREEN/FILE/DATA PATH SETUP section is to be used by the referee before any data can be input. From this menu there are screens that allow you to decide on definable fields for character description, item, and room screens. This is also where files are created and item file data paths are setup for character item and room screens.

Screen/File/Data Path Setup is composed of 10 sections:

1. CHARACTER DESC. SCREENS - Set up definable fields for character description screens.
2. ITEM SCREENS - Set up definable field for item screens.
3. ROOM SCREENS - Set up definable fields for room screens.
4. CHARACTER FILES - Create character files.
5. ITEM FILES - Create item files.
6. ROOM FILES - Create room files.
7. RULE FILES - Create rule files.
8. TABLE FILES - Create table files.
9. CHARACTER ITEMS DATA PATH - Create an item file data path for a character file.
10. ROOM ITEMS DATA PATH - Create an item file data path for a room file.
99. RETURN TO INFORMATION MAINTENANCE MENU - Go back to the Information Maintenance Menu.

*** TUTORIAL ***

Move to section 5.11.1 CHARACTER DESCRIPTION SCREEN SETUP.

CHAPTER 5 INFORMATION MAINTENANCE

HOW A SCREEN DEALING WITH RECORDS WORKS - A record screen allows you to pull up a record from a file, input data on the record, and save then record. First, type in the key to the record and hit FIND (ALT F). If the record is found the data will appear on screen. If the record is not found the screen will be void of data, but you will be allowed to input information. Once you have typed information on the screen you can SAVE the record (ALT S) or not save the record (ESCAPE).

FINDING A RECORD - To find a record, type in the key field (Key fields are denoted by a # in the title) and hit FIND (ALT F). The computer will search through the proper file for a record with a matching key field.

UPDATING A FIELD - To update a field simply type in the characters you wish.

To delete a character from a field, hit the DELETE key. The character the cursor is on will disappear and all characters to the right of the cursor will be shifted one space to the left.

To insert a character in a field hit the INSERT key. The cursor will grow in size - this means the insert function is on. With the large cursor, whatever you type will be placed where the cursor is and all characters to the right of the cursor will be shifted to the right one space. The cursor will then move to the right one character. To turn off insert hit the INSERT key again, the cursor will return to normal size.

To advance to the end of a field hit END.

MOVING THE CURSOR AROUND THE SCREEN - To jump to a field to the right of the current field, hit TAB FOREWARD. If there is no field to the right, the cursor will move to the first field at the beginning of the same line on the screen.

To move to a field to the left of the current field, hit TAB BACKWARD. If there is no field to the left, the cursor will move to the last field at the end of the same line on the screen.

To move to a field below the current field, hit the ARROW DOWN key (CURSOR DOWN). The cursor will move to the field on the next lowest screen line. If there is no lower field, the cursor will move to a field on the highest line.

To jump to a field above the current field, hit the ARROW UP key (CURSOR UP). The cursor will move to the field on the next highest screen line. If there is no higher field, the cursor will move to a field on the lowest line.

To move to the beginning of the next lowest screen line hit ENTER. If there are no fields on the the next lowest screen line the cursor will move to the beginning of the highest screen line.

DEFINABLE FIELDS - It was impossible for us to guess at exactly the fields all referees would need to keep track of characters, items, and rooms so definable fields were built. These allow each referee to design their own screens to match their gaming systems.

A definable field is a field on the CHARACTER DESCRIPTION, ITEM, or ROOM screens that can be 'activated' by you and given any meaning you wish.

TURNING ON/OFF DEFINABLE FIELDS - Move the cursor around the screen, you will notice it moves alongside the definable fields. The area to the left of each definable field is known as the definable field title, and it is from here that you turn on a definable field. By placing some character other than a space in a definable field title the definable field to the right will become activated allowing you to input data when using the CHARACTER DESCRIPTION MAINTENANCE or INTERACTIVE screens.

SAVING A RECORD - To save a record, you must first have the computer try to find (ALT F) a matching record. Only after that may you update the record and save it out to a file (ALT S).

ESCAPING A RECORD - To keep from saving a record that you have been updating, hit the ESCAPE key. This will clear the screen and allow you to input another key, but the record you had been working on will not be written to a file.

In the example, the screen layout has a key of 1 and was given the title of MEDIEVAL NON-PLAYER CHARACTERS. Definable fields were activated to keep track of a character's strength, intelligence, dexterity, constitution, charisma, and mana. Fields were also created to store the level and class the person is and the types of weapons the character can use.

Go ahead and FIND this record, but don't change it - we want it just how it is. Hit ESCAPE.

Make up your own record key and hit ALT F. Then type in some data and SAVE (ALT S) the screen. Bring the screen back up, change some of the data and hit ESCAPE. If you look at the record again, it will be as it was originally was.

Big section, eh? Well don't worry, they aren't all like this. Once you feel comfortable with FINDing records, updating a field, moving the cursor around the screen, and SAVing or ESCAPing records, move on to 5.11.2 ITEM SCREEN SETUP.

5.11.2 ITEM SCREEN SETUP

ITEM SCREEN SETUP											
Date:01/01/91			Time:18:58:47								
Item Screen# 1		Title:Medieval Item									
Weight:		Value:		Highest		High		Low		Lowest	
Additional Description:											

Rogue Software

The ITEM SCREEN SETUP works just like the other screen setup screens - activate the definable fields in any manner you desire.

On this screen there are three columns of definable fields. The first column is 4 characters long, the second column is 8 characters long, and the third column

CHAPTER 5 INFORMATION MAINTENANCE

is 25 characters long. This makes for a total of 21 definable fields on the screen.

Use this to create screen layouts that will be used on both the ITEM MAINTENANCE and ITEM INTERACTIVE screens.

Fields on the ITEM SCREEN SETUP screen:

1. ITEM SCREEN# - the key field to the item screen layout record.
2. TITLE - the name of the screen layout. Use it so as not to confuse one item screen layout with another.
3. Definable Fields Title Column 1 - These fields turn on and off definable fields to the immediate right.
4. Definable Fields Title Column 2 - These fields turn on and off definable fields to the immediate right.
5. Definable Fields Title Column 3 - These fields turn on and off definable fields to the immediate right.

*** TUTORIAL ***

DELETE A RECORD - To delete a record from file you must bring the record information up on the screen (FIND command). Then you hit CTRL R (delete RECORD). The computer will always want you to confirm the delete. Answer Y (yes) if you wish to delete the record or N (no) if you made a mistake hitting CTRL R.

WARNING: ONCE A RECORD IS DELETED IT IS REMOVED FROM THE FILE. BE SURE YOU WISH TO DELETE THE RECORD. IT WOULD BE A PITY TO HAVE TO TYPE IN ALL THE INFORMATION AGAIN.

In the example, the key is 1 and the name of the item screen layout is MEDIEVAL ITEM. The definable fields are setup to take data on an items height, length, and width.

Make up a few simple screen layout records and then delete them. BE CAREFUL NOT DELETE A RECORD YOU WILL NEED. (But don't fret. If you do you can always reload the TURN ABOUT IS FAIR PLAY adventure files from the UTILITIES section LOAD FILES).

Once you feel comfortable with DELETing records and the ITEM SCREEN SETUP screen

5.11.3 ROOM SCREEN SETUP

ROOM SCREEN SETUP			
Date: 01/01/91		Time: 19:02:08	
Room Screen#	1	Title: Medieval Room	
Hght:####	#####	Walls	:#####
Wdth:####	#####	Floor	:#####
Dpth:####	#####	Ceiling	:#####
####	#####		:#####
####	#####		:#####
Description		Qty	Item# Description

Rogue Software

The ROOM SCREEN SETUP is just like the other screen layout screens. The definable fields allow you to create screen layouts that will be used on the ROOM MAINTENANCE and INTERACTIVE screens.

The ROOM SCREEN SETUP has three columns of definable fields - the first column is 4 characters long, the second column is 8 characters long, the third column is 25 characters long. This screen has 6 rows of fields which rings up a grand total of 18 definable fields on the screen.

Fields on the ROOM SCREEN SETUP screen:

1. ROOM SCREEN# - the key to the room screen layout record.
2. TITLE - the name of the screen layout.
3. Definable Fields Title Column 1 - These fields turn on and off definable fields to the immediate right.
4. Definable Fields Title Column 2 - These fields turn on and off definable fields to the immediate right.
5. Definable Fields Title Column 3 - These fields turn on and off definable fields to the immediate right.

*** TUTORIAL ***

A WORD ABOUT KEYS - Keys (Fields that end in #) do not have to be numbers. They can be any value you wish alpha or numeric.

FIND LOWEST RECORD OF FILE - To find the record with the lowest key in a file, hit ALT L (LOWEST record). This will allow you to update the very first record of the file. If you hit ALT L while updating another record, that record will not be SAVED to file.

FIND HIGHEST RECORD OF FILE - To find the record with the highest key in a file, hit ALT H (HIGHEST record). This will allow you to update the very last record of the file. If you hit ALT H while updating another record, that record will not be saved to file.

The room screen layout in the example has a key of 1 and is named MEDIEVAL ROOM because it will be used on all rooms in a medieval universe. The definable fields were setup for a rooms height, width, and depth, and also to hold a description of the walls, floors and ceilings are made of.

Make up a few simple screen layout records and then find the lowest one (ALT L) and then find the highest one (ALT H).

When comfortable with finding the LOWEST and HIGHEST records, and with using the ROOM SCREEN SETUP screen move on to 5.11.4 CHARACTER FILE SETUP.

5.11.4 CHARACTER FILE SETUP

CHARACTER FILE SETUP		
Date:01/01/91		Time:19:11:02
Character File #	Title	Character Screen #
1	Monsters (Medieval)	1
2	Non-Player Characters (Medul)	1
3	Player Characters (Medieval)	1

Rogue Software

Use the CHARACTER FILE SETUP screen to create or delete character files. There are two ways to leave this screen: If you hit ENTER any change you made on this screen will be saved. If you hit ESCAPE the screen will remain as it was when you first entered. Be careful though - if you delete a file, all the records in it are also deleted.

Fields on the CHARACTER FILE SETUP screen:

The following fields are in a record window (See explanation in TUTORIAL):

1. CHARACTER FILE # - Key to a character file. Typing in a value here will create a file. Blanking out a value here will delete a file.

CHAPTER 5 INFORMATION MAINTENANCE

WARNING: ONCE A FILE IS DELETED, IT IS GONE - AS IN NO MORE. BE CAREFUL WITH THIS SCREEN, YOU COULD DO YOURSELF MUCH HARM.

2. TITLE - The title of the character file.
3. CHARACTER SCREEN# - This is where you input the key to the character description screen layout record that is to be used with the given CHARACTER FILE#. That way when you are in CHARACTER DESCRIPTION MAINTENANCE or INTERACTIVE screens the screen layouts will match the CHARACTER FILE# you are using.

*** TUTORIAL ***

MASTER'S SCRIBE FILES - Master's Scribe allows you to have different files for the same type of records. The reason for this is so you can separate the different types of data. An example: Suppose you want to store character data for both futuristic and medieval universes. It would be confusing to have these characters in the same file so Master's Scribe allows you to build different character files. With this you could also divide up characters within a universe - store all monsters in one file, all towns people in another, and all player characters in another file.

RECORD WINDOW - The CHARACTER FILE SETUP screen is a type of screen called a record window. This means you can scroll the lines on information up or down on the screen. Scrolling allows you to store more records than fit on the screen.

CURSOR MOVEMENT IN A RECORD WINDOW - Cursor movement within a record window is just like it is on other screens, the only differences being:

ARROW UP key will move the cursor up, but when the first record of the area is hit the cursor will go no further.

ARROW DOWN key will move the cursor down, but when the last record is at the top of the screen the cursor will go no further.

SCROLLING A RECORD WINDOW - To scroll the data up, move the cursor to the bottom line of the screen and hit ARROW DOWN. All records will shift up one line - the top record will disappear and a new bottom record will appear (if there is one). If you hold down the ARROW DOWN key, the screen will continue to shift data up until you release the key or until the last line with writing on it is at the top of the screen.

To scroll the screen down, move the cursor to the top line of the screen and hit ARROW UP. All records will shift down one. If you hold down the ARROW UP key, the screen will continue to shift data down until you release the key or until the very first record is at the top of the screen.

To delete a line from a record window, place the cursor on the line to be deleted and hit ALT D (DELETE line).

To add a line to a record window, place the cursor where you want to add the line. Hit ALT A (ADD line) and all lines beginning with the line the cursor is on will shift down and a blank line will appear where the cursor is at.

In the example three character files exist: One to store the monsters in, one to store the non-player characters in, and a third file to store the player characters in. When any record in these files is displayed on the CHARACTER DESCRIPTION MAINTENANCE or INTERACTIVE screens they will use character screen layout #1 (Medieval Characters).

Try adding a few files and scrolling up and down the screen. Then try deleting the file names you had added. Remember you must hit either ENTER or ESCAPE to leave this screen.

Once you feel comfortable with files, record windows, and the CHARACTER FILE SETUP screen, go to 5.11.4 ITEM FILE SETUP.

5.11.5 ITEM FILE SETUP

ITEM FILE SETUP		
Date:01/01/91		Time:19:11:58
Item File #	Title	Item Screen #
1	Weapons	1
2	General Supplies	1
3	Magical Items	1

Rogue Software

From the ITEM FILE SETUP you can create or delete item files. This screen works much the same as the CHARACTER FILE SETUP SCREEN: To leave you must hit ENTER to save any information, or ESCAPE and information will return to how it was before you entered the screen.

Fields on the ITEM FILE SETUP screen:

The following fields are in a record window.

1. ITEM FILE # - Key to an item file. Typing in a value here will create an item a file. Blanking out a value here will delete the file.

WARNING: ONCE A FILE IS DELETED, IT IS GONE FOR GOOD. BE CAREFUL WITH THIS SCREEN, YOU COULD DO YOURSELF MUCH HARM.

2. TITLE - Title of the item file. Use this so as not to confuse your item files.
3. ITEM SCREEN# - Input the key to the item screen layout record you wish to use with the given ITEM FILE#. That way when you are in ITEM MAINTENANCE or INTERACTIVE screens the screen layouts will match whatever ITEM FILE# you are using.

***** TUTORIAL *****

ADDITIONAL CURSOR MOVEMENT IN A RECORD WINDOW - If you hit the PG DN key, the window will scroll down until the line that was on the bottom of the screen moves to the top line of the screen.

If you hit the PG UP key, the window will scroll down until the line that was at the top of the screen moves to the bottom of the screen or until the first record

5.11.6 ROOM FILE SETUP

ROOM FILE SETUP		
Date:01/01/91		Time:19:39:40
Room File #	Title	Room Screen #
1	Caverns	1
2	Caravan Stop	1

Rogue Software

The ROOM FILE SETUP works just like the other file setup screens. From here you can create or delete room files. To leave this screen you must hit ENTER to save any files just created, or if you hit ESCAPE the files will remain as they were when you entered this screen.

Fields on the ROOM FILE SETUP screen:

The following fields are in a record window.

1. ROOM FILE # - Key to a room file. Typing in a value here will create a room file. Blanking out a value here will delete the file.

WARNING: ONCE A FILE IS DELETED, IT IS GONE - AS IN NO MORE. BE CAREFUL WITH THIS SCREEN.

2. TITLE - The title of the room file.
3. ROOM SCREEN# - This is where you type in the key to the room screen layout record you wish to use with the given ROOM FILE#. When you are in the ROOM MAINTENANCE or INTERACTIVE screens the screen layouts will match whatever ROOM FILE# you are using.

*** TUTORIAL ***

In the example we set up two room files: One for the caverns where the princess is keeping the dragon and one for the rooms of the caravan stop. Both of these files will use Room Screen Layout #1 (Medieval Room).

Advance to 5.11.7 RULE FILE SETUP.

5.11.7 RULE FILE SETUP

RULE FILE SETUP	
Date:01/01/91	Time:19:53:05
Rule File #	Title
1	Magic Spells
2	Melee Rules

Rogue Software

Like the other file setup screens, RULE FILE SETUP allows you to create and delete files - rule files. But RULE FILE SETUP does contain a difference: Since RULE MAINTENANCE and INTERACTIVE screens have no definable fields there is no screen layout to be associated with rule files.

Fields on the RULE FILE SETUP screen:

The following fields are in a record window.

1. RULE FILE # - Key to a rule file. Typing in a value here will create a rule file. Blanking out a value here will delete the file.

WARNING: ONCE A FILE IS DELETED, IT IS GONE. BE CAREFUL WITH THIS SCREEN.

2. TITLE - The title of the rule file.

*** TUTORIAL ***

In the example above two rule files were created: one for Magic Spells and one for Melee Rules.

The next section in the tutorial is 5.11.8 TABLE FILE SETUP.

5.11.8 TABLE FILE SETUP

Date: 01/01/91		TABLE FILE SETUP	Time: 19:53:41
Table File # Title 1 Dice Rolls			

Rogue Software

TABLE FILE SETUP works in the same manner as RULE FILE SETUP. From here you can create or delete table files. Since table screens have no definable fields there is no screen # field on TABLE FILE SETUP.

Fields on the TABLE FILE SETUP screen:

The following fields are in a record window.

1. TABLE FILE # - Key to a table file. Typing in a value here will create a table file. Blanking out a value here will delete the file.

WARNING: ONCE A FILE IS DELETED, IT IS GONE - GONE, GONE, GONE. BE CAREFUL.

2. TITLE - The title of the table file.

*** TUTORIAL ***

In the example we created one table file for the entire medieval universe.

Once you have a warm and comfortable feeling with the TABLE FILE SETUP screen move on to 5.11.9 CHARACTER ITEMS DATA PATH SETUP.

5.11.9 CHARACTER ITEMS DATA PATH

CHARACTER ITEMS DATA PATH SETUP	
Date:01/01/91	Time:20:26:25
Character File# 3	Title:Player Characters (Medieval)
Item File #	Title
2	General Supplies
1	Weapons

Rogue Software

If you've seen the CHARACTER ITEMS MAINTENANCE screen you will notice that it allows you to keep track of the items a character has - but before you can enter an item into that screen the item record must first reside in an item file. The CHARACTER ITEMS DATA PATH SETUP is where you tell the computer what files it should use when looking for an item while you are in the CHARACTER ITEM MAINTENANCE or INTERACTIVE screens.

This screen will look up information by the key you give it - in this case CHARACTER FILE#. If you changed data in the data path but do not want to save it to file, hit ESCAPE. To save a data path hit ENTER.

To delete a file from the data path blank out the ITEM FILE#. Be aware that this screen does not scroll - only ten files are allowed in the data path.

Fields on CHARACTER ITEMS DATA PATH SETUP:

1. CHARACTER FILE# - The character file that this data path is for.
2. TITLE - The title of the character file.
3. ITEM FILE# - The item file(s) in the data path for the given character file. There are ten fields in the column.
4. TITLE - The title of the item file. This field is updated automatically when a value is put into ITEM FILE#. There are ten fields in this column.

*** TUTORIAL ***

DATA PATH - A data path is how you describe to the computer what files it should search through when looking for a record and the order it should search through those files. You can put the files in any order you wish. Read the following for an example.

In the example we placed two item files in the data path. While entering items in CHARACTER ITEMS MAINTENANCE the computer will first search ITEM FILE# 2 (General Supplies) looking for any item you give it. If it does not find a matching item

CHAPTER 5 INFORMATION MAINTENANCE

record in the first file it will search the next file in the data path, ITEM FILE #1 (Weapons). Since that is the last file in the data path, if the computer does not find a matching record you will be given a warning message.

Play around with placing files in the data path. Add lines and deletes lines. Then move on to 5.11.10 ROOM ITEMS DATA PATH SETUP.

5.11.10 ROOM ITEMS DATA PATH

ROOM ITEMS DATA PATH SETUP

Date:01/01/91

Time:20:30:33

Room File# 1

Title:Caverns

Item
File #

Title

1	Weapons
3	Magical Items
2	General Supplies

Rogue Software

The ROOM MAINTENANCE screen allows you to keep an inventory of the items within a room, but those item records must first reside in an item file. The ROOM ITEMS DATA PATH SETUP is how you tell the computer what files it should search through when using the a particular room file.

This screen will look up information by the key you give it - ROOM FILE#. If you changed information in the data path but do not want to save it, hit ESCAPE. To save a data path hit ENTER.

To delete a file from the data path blank out the ITEM #. Be aware that this screen does not scroll - only ten files are allow in the data path.

Fields on ROOM ITEMS DATA PATH SETUP:

1. ROOM FILE# - The room file that this data path is for.
2. TITLE - The title of the room file.
3. ITEM FILE# - The files in the data path. There are ten fields in this column.
4. TITLE - The title of the item file. This field is updated automatically when a value is put into ITEM FILE#. There are ten fields in this column.

*** TUTORIAL ***

In the example there are three files in the data path: ITEM FILE#1 Weapons, ITEM FILE#3 Magical Items, and ITEM FILE#2 General Supplies. Now when Room File#1 is used, you can put items in it from any of the three item files.

When comfortable with ROOM ITEMS DATA PATH SETUP, go to 5.2 ADVENTURE MAINTENANCE.

HTA'S ATAM SMITHWOODS



6.1 ADVENTURE CHOICE/HELP INTERACTIVE

ADVENTURE CHOICE/HELP INTERACTIVE																									
Date: 01/01/91	Time: 16:46:27																								
<table style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th style="text-align: left;">Key</th> <th style="text-align: left;">Function</th> </tr> </thead> <tbody> <tr><td>F1</td><td>- Adventure</td></tr> <tr><td>F2</td><td>- Data Path</td></tr> <tr><td>F3</td><td>- Character Description</td></tr> <tr><td>F4</td><td>- Character Items</td></tr> <tr><td>F5</td><td>- Character Notes</td></tr> <tr><td>F6</td><td>- Item</td></tr> <tr><td>F7</td><td>- Room</td></tr> <tr><td>F8</td><td>- Rule</td></tr> <tr><td>F9</td><td>- Table</td></tr> <tr><td>F10</td><td>- Adventure Choice/Help</td></tr> <tr><td>ESC</td><td>- Exit to Main Menu</td></tr> </tbody> </table> INTERACTIVE PLAY is using ADVENTURE#		Key	Function	F1	- Adventure	F2	- Data Path	F3	- Character Description	F4	- Character Items	F5	- Character Notes	F6	- Item	F7	- Room	F8	- Rule	F9	- Table	F10	- Adventure Choice/Help	ESC	- Exit to Main Menu
Key	Function																								
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F2	- Data Path																								
F3	- Character Description																								
F4	- Character Items																								
F5	- Character Notes																								
F6	- Item																								
F7	- Room																								
F8	- Rule																								
F9	- Table																								
F10	- Adventure Choice/Help																								
ESC	- Exit to Main Menu																								
Rogue Software																									

The INTERACTIVE PLAY section is to be used by the referee during the course of a game. From here all data within an adventure can be quickly viewed and changed, but only files in the adventure data path are used.

In INTERACTIVE PLAY there is no menu screen. In this section you use function keys (F1, F2, F3, etc.) to get at different screens.

The ADVENTURE CHOICE/HELP SCREEN has two purposes. First, this is where you choose the adventure you will be using in interactive play. To choose an adventure, type in the Adventure# and hit ENTER. You will not be able to leave this screen until a valid adventure# is chosen. Second, this gives a list of the function keys needed to move from screen to screen.

To leave INTERACTIVE PLAY you must be at this screen and hit ESCAPE. That will return you to MASTER'S SCRIBE MAIN MENU.

The INTERACTIVE PLAY is divided into 10 sections:

1. ADVENTURE - View and update all data from the ADVENTURE MAINTENANCE screen.
2. DATA PATH - Change the data path of files to an adventure.
3. CHARACTER DESCRIPTION - View and update the character descriptions created in CHARACTER DESCRIPTION MAINTENANCE.
4. CHARACTER ITEMS - View and update the character item inventory set up in CHARACTER ITEMS MAINTENANCE.
5. CHARACTER NOTES - View and update character notes written in CHARACTER NOTES MAINTENANCE.
6. ITEM - View and update item information created in ITEM MAINTENANCE.
7. ROOM - View and update room data from the ROOM MAINTENANCE.
8. RULE - View and update rules setup in RULE MAINTENANCE.

CHAPTER 6 INTERACTIVE PLAY

9. TABLE - View and update the tables from TABLE MAINTENANCE.
10. ADVENTURE CHOICE/HELP - Choose the adventure that will be used while in INTERACTIVE PLAY.

*** TUTORIAL ***

MOVING BETWEEN INTERACTIVE SCREENS - The way to get from screen to screen is to use the function keys. Hitting F1 will take you to ADVENTURE INTERACTIVE, F2 ITEM INTERACTIVE, etc.

In the example, Adventure#1 was chosen (TURN ABOUT IS FAIR PLAY). Choose Adventure#1 and then try moving to different screens using function keys. Go to 6.2 ADVENTURE INTERACTIVE.

6.2 ADVENTURE INTERACTIVE

ADVENTURE INTERACTIVE														
Date:01/01/91				Time:10:01:15										
<table style="width: 100%; border: none;"><tr><td style="text-align: right; width: 15%;">Adventure#</td><td style="width: 15%;">1</td><td style="text-align: left; width: 70%;">Title:TURN ABOUT IS FAIR PLAY</td></tr></table>					Adventure#	1	Title:TURN ABOUT IS FAIR PLAY							
Adventure#	1	Title:TURN ABOUT IS FAIR PLAY												
Author Name:Robert W. Love														
<table style="width: 100%; border: none;"><tr><td style="text-align: right; width: 15%;">Money Type:</td><td style="width: 15%;">Platinum</td><td style="width: 15%;">Gold</td><td style="width: 15%;">Silver</td><td style="width: 15%;">Copper</td></tr><tr><td style="text-align: right;">Weight:</td><td>1.35</td><td>1.00</td><td>.50</td><td>.15</td></tr></table>					Money Type:	Platinum	Gold	Silver	Copper	Weight:	1.35	1.00	.50	.15
Money Type:	Platinum	Gold	Silver	Copper										
Weight:	1.35	1.00	.50	.15										
Adventure Notes:														
TO PLAYERS:														
Your group is tired from their long journey and has decided to stay at a very small caravan stop. It consists of only four buildings, an inn, a bar, a general store, and a doctor's home. You came in late last night but were easily able to get rooms because there was no caravan there. It is morning now and you are all preparing to go eat breakfast in the dining hall of the inn.														
TO REFEREE:														
This module is meant for 3 - 5 players at experience levels 1 - 5. The players will start out at the inn where they will meet up with an elf by the name of Groggin. He is seeking adventurers who are brave enough to steal a dragon away from the evil Princess Kana who is holding														

Rogue Software

The ADVENTURE INTERACTIVE screen is where you can change or add to the data you entered in the ADVENTURE MAINTENANCE screen. Read an opening dialogue about the adventure to the players, keep a history of what the characters do, or refer to this screen to keep track of the story line.

The ADVENTURE INTERACTIVE screen will always be set to the adventure# chosen in ADVENTURE CHOICE/HELP SCREEN. Should you change the data on this screen but do not want to save the change, hit ESCAPE and the screen will return to what it was when you first entered. Also, you cannot delete this record (ALT D).

Fields on ADVENTURE INTERACTIVE:

1. ADVENTURE# - This field can only be changed from the ADVENTURE CHOICE/HELP screen.
2. TITLE - This field cannot be changed either.
3. AUTHOR NAME - Name of person who wrote the adventure.
4. MONEY TYPE - There are four fields in a row which designate the types of money used in the universe of this adventure. The one farthest to the left is considered the most valuable type of money. The value of the money type decreases as you get closer to the right side of the screen.
5. WEIGHT - The weight of one piece of each MONEY type entered. Each weight is below the money type it matches.

The following field is a text window.

6. ADVENTURE NOTES - Any information particular to this adventure.

*** TUTORIAL ***

INTERACTIVE PLAY SCREENS - Interactive play screens operate slightly different from maintenance screens. There is no menu to show you how to move from screen to screen. You must use the function keys. (Hit F10 and the system will display a list of the function keys). If you hit a function key while updating a record the record will be SAVED to file. Other commands (ALT S, ALT ARROW KEY, etc.) operate as they did in the maintenance section.

The example shows what was entered in the ADVENTURE MAINTENANCE screen. Try updating this screen and then hit ESCAPE. See how it returns to what was there when you first entered the screen?

Move on to 6.3 DATA PATH.

6.3 DATA PATH INTERACTIVE

DATA PATH INTERACTIVE				
Date:01/01/91		Time:10:01:27		
Adventure# 1		Title:TURN ABOUT IS FAIR PLAY		
CHARACTER	ITEM	ROOM	RULE	TABLE
# Title	# Title	# Title	# Title	# Title
3 Player C	2 General	2 Caravan	1 Magic Sp	1 Dice Rol
2 Non-Play	1 Weapons	1 Caverns	2 Melee Ru	
1 Monsters	3 Magical			

Rogue Software

The DATA PATH INTERACTIVE screen is where you can view or change the data path constructed in DATA PATH MAINTENANCE for the chosen adventure. The files in the data path can be changed just like in DATA PATH MAINTENANCE.

This record will always be displayed (Just like adventure interactive) and cannot be deleted.

Fields on DATA PATH INTERACTIVE:

1. ADVENTURE# - This field can only be changed from the ADVENTURE CHOICE/HELP screen.
2. TITLE - This field cannot be changed either.
3. CHARACTER # - The character file key in the data path. There are 10 of these fields in the column.
4. CHARACTER TITLE - A short version of the character file title. This field is automatically updated with the file title when a file# is input.
5. ITEM, ROOM, RULE, TABLE columns work in the same manner as the CHARACTER column.

*** TUTORIAL ***

The files in the example match those input in DATA PATH MAINTENANCE. Next is 6.4 CHARACTER DESCRIPTION INTERACTIVE.

6.4 CHARACTER DESCRIPTION INTERACTIVE

CHARACTER DESCRIPTION INTERACTIVE				
Date:01/01/91				Time:10:01:44
File# 2	Char# 2	Name:Princess Kana Malrock		
Age:26	Weight:115	Height:5'8"	Sex:F	Race:Human/Elf
Eyes:Green	Hair:Black/long		Skin:Tan	
Other:Small tatoo of dragon on back of left hand				
Str :13	Levl:6	Class	:Magic User	
Int :17				
Dext:14		Weapons	:Dagger	
Cons:16			:	
Char:17			:	
Mana:17			:	
			:	
			:	
			:	
			:	
			:	
			:	
			:	
Player Name:Non-player Character			Last Played:	
Rogue Software				

The CHARACTER DESCRIPTION INTERACTIVE screen is where you can view or change the character descriptions you created in CHARACTER DESCRIPTION MAINTENANCE. The character files you can search through are limited to the ones in the data path for this adventure. Should you need other files they will have to be added to the data path.

Fields on the CHARACTER DESCRIPTION INTERACTIVE screen:

1. FILE# - The character file the character data resides in.
2. CHAR# - The character key.
3. NAME - Name of the character.
4. AGE - Age of the character.
5. WEIGHT - Weight of the character.
6. HEIGHT - Height of the character.
7. SEX - Sex of the character.
8. RACE - Race of the character.
9. EYES - Color and type of eyes.
10. HAIR - Color and style of hair.
11. SKIN - Color and type of skin.
12. OTHER - Any other additional description.
13. DEFINABLE FIELDS - Any definable fields you set up.
14. PLAYER NAME - Name of the person who plays the character.
15. LAST PLAYED - Date the last time this character played in a game.

*** TUTORIAL ***

MORE ON INTERACTIVE SCREENS - Interactive Screens do not allow you to create new records. All you can do is view and change records that exist.

CHAPTER 6 INTERACTIVE PLAY

Most of the interactive screens allow you to use the ALT K (KEY search of data path) command. All you have to do is type the key of the record and hit ALT K. The computer will search all files in the data path looking for a matching record. It will start the search from the file# input.

See how the definable fields we set up in 5.11.1 are here? Just like CHARACTER DESCRIPTION MAINTENANCE.

In the example we used the record of Princess Kana - this data matches what was input in CHARACTER DESCRIPTION MAINTENANCE.

Try using the KEY search command (ALT K) and also try bringing up different records from different files.

Go to 6.5 CHARACTER ITEMS INTERACTIVE.

6.5 CHARACTER ITEMS INTERACTIVE

CHARACTER ITEMS INTERACTIVE									
Date:01/01/91					Time:18:41:14				
File# 2		Char# 1		Name:Grogin Rambatta					
Carried Money:				Highest 4	High 2	Low 21	Lowest 10		
Qty	Item#	Description				Carried	Location		
1	10	Leather Armor				Y	Worn		
12	2	Arrow				Y	Quiver		
1	3	Large Crossbow				N	Horse		
6	4	Short Dagger				Y	Up sleeves		
1	5	Horse				N			
1	6	Saddle				N	Horse		
1	7	Blanket				N	Horse		
1	8	Quiver				Y	On back		

Rogue Software

The CHARACTER ITEMS INTERACTIVE screen is where you can view or change the inventory of a character's possessions during the course of a game. The character files you can search through are limited to the ones in the data path for this adventure.

Any item you type in here must reside in an item file that is a part of the data path for the character file. (Remember 5.11.9 Character Items Data Path Setup?)

Fields on the CHARACTER ITEMS INTERACTIVE screen:

1. FILE# - The character file the character data resides in.
2. CHAR# - The key to the character record.
3. NAME - Name of character.
4. CARRIED MONEY - There are four fields in this row. Each field is below the type of money it represents. This is the money the character is carrying.

The following fields are in the same record window.

5. QNTY - This is the number of items given.
6. ITEM# - The key to the item record.
7. DESCRIPTION - Description of the item.
8. CARRIED - Is item carried by character or not?
9. LOCATION - The location of the item.

*** TUTORIAL ***

The example shows what Grogin Rombatta owns. Remember, you can use ALT K to search for keys, or if you know the file# just type it in.

Go to 6.6 CHARACTER NOTES INTERACTIVE.

6.6 CHARACTER NOTES INTERACTIVE

CHARACTER NOTES INTERACTIVE		
Date:01/01/91		Time:10:02:16
File# 2	Char# 2	Name:Princess Kana Malrock
Notes: BRIEF HISTORY At a very early age, Princess Kana showed great talents in the ways of magic. The court magicians taught her all they could. But once she had soaked up all their knowledge she went off in search of more. Having travelled far and wide, Princess Kana knows much about distant lands and on rare occasion she has been known to tell tales of her adventures. In her lust for knowledge Princess Kana has become mean and ruthless. She will stop at nothing to get what she wants. And she wants it all. She hopes to return home someday and rule the land of her parents - whether they want her to or not.		
Rogue Software		

The CHARACTER NOTES INTERACTIVE screen is where you can look at or change the notes made about each character. The character files you can search through are limited to the ones in the data path for this adventure.

Fields on the CHARACTER NOTES INTERACTIVE screen:

1. FILE# - Character file the character data resides in.
2. CHAR# - Key to the character record.
3. NAME - Name of character.

The following field is a text window.

4. NOTES - Type in any additional information about the character - history, family, personality, mannerisms.

*** TUTORIAL ***

The example shows the data that was created for Princess Kana.

Go to 6.7 ITEM INTERACTIVE.

6.7 ITEM INTERACTIVE

ITEM INTERACTIVE						
Date:01/01/91				Time:10:02:32		
File#	3	Item#	1	Desc:Gem of Knowledge		
Weight:	5.50	Value:	Highest 3000	High 0	Low 0	Lowest 0
			Height	:3 inches		
			Length	:3 inches		
			Width	:2 inches		
Additional Description:						
PLAYER:						
A dark purple gem the size of a man's fist.						
REFEREE:						
When not held, the gem is a dark purple, but when it is picked up the gem lights up with a brilliant purple.						
To hold it gives one the combined knowledge of all persons with 10 feet.						
But only a small amount of the knowledge is retained when the gem is no						
Rogue Software						

The ITEM INTERACTIVE screen allows you to view or change the information about items created in ITEM MAINTENANCE. The only item files available to you are those in the data path for the current adventure.

Fields on the ITEM INTERACTIVE screen:

1. FILE# - Item File that the item record is in.
2. ITEM# - Key to item record.
3. DESC - Short description of item.
4. WEIGHT - Weight of item.
5. VALUE - There are four fields in this row which designate the value of an item. A value can be under more than one type of money. For example: If one gold piece is worth ten silver pieces and one silver piece is worth ten copper pieces and item could be worth 2 gold pieces and 4 copper pieces.
6. DEFINABLE FIELDS - Input any created.

The following field is a text window.

7. ADDITIONAL DESCRIPTION - Type in any extra information about the item: special properties, dangers, bonuses, etc.

*** TUTORIAL ***

The item in the example is the GEM OF KNOWLEDGE. This is the exact same record as input in ITEM MAINTENANCE.

Go to 6.8 ROOM INTERACTIVE.

6.8 ROOM INTERACTIVE

ROOM INTERACTIVE																						
Date: 01/01/91		Time: 12:03:32																				
File# 1	Room# 10a	Title: Tany's Bar																				
<table style="width: 100%; border: none;"> <tr> <td style="width: 50%;"> Hght: 10' Wdth: 30' Dpth: 60' </td> <td style="width: 50%;"> Walls : Wood Floor : Wood Ceiling : Wood beams </td> </tr> </table>			Hght: 10' Wdth: 30' Dpth: 60'	Walls : Wood Floor : Wood Ceiling : Wood beams																		
Hght: 10' Wdth: 30' Dpth: 60'	Walls : Wood Floor : Wood Ceiling : Wood beams																					
<table style="width: 100%; border: none;"> <thead> <tr> <th style="width: 50%;">Description</th> <th style="width: 10%;">Qty</th> <th style="width: 10%;">Item#</th> <th style="width: 30%;">Description</th> </tr> </thead> <tbody> <tr> <td>PLAYERS:</td> <td>10</td> <td>40</td> <td>Table</td> </tr> <tr> <td>This long room smells vaguely of sour wine and is filled with tables and chairs. Against the north wall is a bar and in the northwest corner is a small stage. Against the east wall is a door.</td> <td>20</td> <td>41</td> <td>Chair</td> </tr> <tr> <td>REFEREE:</td> <td>1</td> <td>50</td> <td>Money Box (Small)</td> </tr> <tr> <td>Behind the bar is a trap door where Tany keeps his money box. The money box has 1d20 gold prices in</td> <td></td> <td></td> <td></td> </tr> </tbody> </table>			Description	Qty	Item#	Description	PLAYERS:	10	40	Table	This long room smells vaguely of sour wine and is filled with tables and chairs. Against the north wall is a bar and in the northwest corner is a small stage. Against the east wall is a door.	20	41	Chair	REFEREE:	1	50	Money Box (Small)	Behind the bar is a trap door where Tany keeps his money box. The money box has 1d20 gold prices in			
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REFEREE:	1	50	Money Box (Small)																			
Behind the bar is a trap door where Tany keeps his money box. The money box has 1d20 gold prices in																						

Rogue Software

The ROOM INTERACTIVE screen is where you can view or change the information about areas in the adventure. The only room files you'll be able to use are the ones in the data path.

Fields on the ROOM INTERACTIVE screen:

1. FILE# - Room file the room data resides.
2. ROOM# - Key to room record.
3. TITLE - Description of room.
4. DEFINABLE FIELDS - Fill out any definable fields created.

The following field is a text window.

5. DESCRIPTION - This is where any extra data is written about the room or area. Tell about the traps, monsters, and treasures it contains.

The following fields are in the same record window. This section of the screen is the data path that was created in 5.11.10 Room Items Data Path Setup.

6. QNTY - The quantity of an item in the room.
7. ITEM# - The key to an item in the room.
8. DESCRIPTION - This field will be filled automatically when a valid ITEM# is entered.

*** TUTORIAL ***

The example shows information on the GEM OF KNOWLEDGE. The data is just as it was in ITEM MAINTENANCE.

When you have that warm and glowing feeling that tells you you have mastered a screen, advance to 6.9 RULE INTERACTIVE.

6.9 RULE INTERACTIVE

RULE INTERACTIVE														
Date:01/01/91		Time:10:03:01												
File# 1	Rule# 1	Title:Sleep Spell												
Rule Data: The sleep spell will cause an individual to fall asleep. Depending on the output of energy from the spell, the effects can be anywhere from drowsiness to death. Steps to cast this spell: Calculate the amount of energy in the spell. (Rule#10) If the energy is below the creature's intelligence there is no effect. Amount above <table style="margin-left: 40px;"> <thead> <tr> <th style="text-align: left;">Int.</th> <th style="text-align: left;">Effects</th> </tr> </thead> <tbody> <tr> <td>1 - 2</td> <td>Drowsy</td> </tr> <tr> <td>3 - 5</td> <td>Light Sleep</td> </tr> <tr> <td>6 - 8</td> <td>Normal Sleep</td> </tr> <tr> <td>9 - 10</td> <td>Deep Sleep</td> </tr> <tr> <td>11 - 12</td> <td>Coma</td> </tr> </tbody> </table>			Int.	Effects	1 - 2	Drowsy	3 - 5	Light Sleep	6 - 8	Normal Sleep	9 - 10	Deep Sleep	11 - 12	Coma
Int.	Effects													
1 - 2	Drowsy													
3 - 5	Light Sleep													
6 - 8	Normal Sleep													
9 - 10	Deep Sleep													
11 - 12	Coma													
Rogue Software														

The RULE INTERACTIVE screen is where you can view or change the information about rules for the universe. (Pretty important stuff, eh?) The only rule files you'll have access to are the ones in the data path for the current adventure.

Fields on the RULE INTERACTIVE screen:

1. FILE# - Rule file the rule data is in.
2. RULE# - Key to the rule record.
3. TITLE - Short description of the rule.

The following field is a text window.

4. RULE DATA - Explain all about the rule. What are the conditions of the rule?
What steps must be followed?

*** TUTORIAL ***

The example shows the Sleep Spell from RULE MAINTENANCE.
Go to 6.10 TABLE INTERACTIVE.

6.10 TABLE INTERACTIVE

TABLE INTERACTIVE																																
Date:01/01/91		Time:10:03:16																														
File# 1	Table# 4	Title:Dragon's Treasure List																														
Table Data: <table style="margin-left: 40px; border: none;"> <thead> <tr> <th style="text-align: left;">Dice Roll</th> <th style="text-align: left;">Treasure</th> </tr> </thead> <tbody> <tr><td>1</td><td>Gold</td></tr> <tr><td>2</td><td>Silver</td></tr> <tr><td>3</td><td>Empty</td></tr> <tr><td>4</td><td>Copper</td></tr> <tr><td>5</td><td>Sword</td></tr> <tr><td>6</td><td>Pearls</td></tr> <tr><td>7</td><td>Jewels</td></tr> <tr><td>8</td><td>Gold</td></tr> <tr><td>9</td><td>Copper</td></tr> <tr><td>10</td><td>Silver</td></tr> <tr><td>11</td><td>Empty</td></tr> <tr><td>12</td><td>Jewels</td></tr> <tr><td>13</td><td>Fake gold</td></tr> <tr><td>14</td><td>Empty</td></tr> </tbody> </table>			Dice Roll	Treasure	1	Gold	2	Silver	3	Empty	4	Copper	5	Sword	6	Pearls	7	Jewels	8	Gold	9	Copper	10	Silver	11	Empty	12	Jewels	13	Fake gold	14	Empty
Dice Roll	Treasure																															
1	Gold																															
2	Silver																															
3	Empty																															
4	Copper																															
5	Sword																															
6	Pearls																															
7	Jewels																															
8	Gold																															
9	Copper																															
10	Silver																															
11	Empty																															
12	Jewels																															
13	Fake gold																															
14	Empty																															
Rogue Software																																

The TABLE INTERACTIVE screen is where you can view or change table information. The table files available to you are those in the data path for the current adventure.

Fields on the TABLE INTERACTIVE screen:

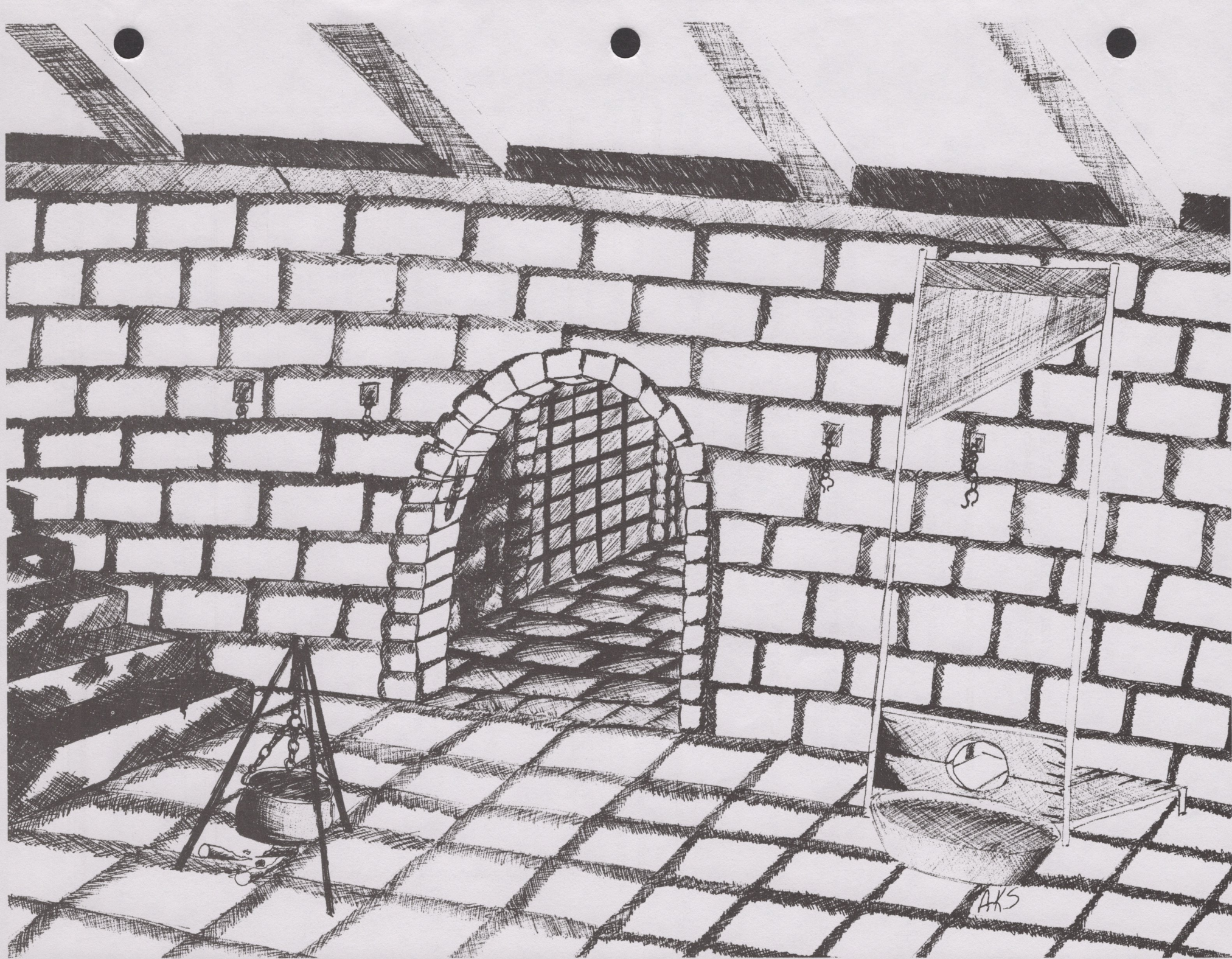
1. FILE# - File the table information is in.
2. TABLE# - Key to the table record.
3. TITLE - Description of table.

The following field is a text window.

4. TABLE DATA - This is where all the data for the table is written. First type in the column titles and then input the data in the columns.

*** TUTORIAL ***

In the example we show the table of possible treasures in the dragon's cave. A new section is next: 7.1 REPORTS



7.1 REPORTS

Date: 01/01/91		REPORTS	Time: 22:11:08	
Reports	Files		Records	
Adventure.....:Y			Adv#	1 to
Data Path.....:N			Adv#	to
Character Description.....:Y	File#	to	Char#	1 to 10
Items.....:N	File#	to	Char#	to
Notes.....:N	File#	to	Char#	to
Item.....:Y	File#	1 to 2	Item#	to
Room.....:N	File#	to	Room#	to
Rule.....:N	File#	to	Rule#	to
Table.....:N	File#	to	Table#	to
Screen Layout - Character.:N			Scr#	to
- Item.....:N			Scr#	to
- Room.....:N			Scr#	to
Files.....:N				
Item Data Path - Character.:N	File#	to		
- Room.....:N	File#	to		

Rogue Software

The REPORTS section allows you to print reports on any data created in the MAINTENANCE or INTERACTIVE sections.

From the REPORTS screen you can print any or all of the reports shown. To print a report, put a Y next to the report type, fill out the report parameters, (Files and Records columns) and hit ENTER. The computer will ask you if you want to print the reports. If you answer yes it will begin printing.

There are 15 different reports:

1. ADVENTURE - Print out information from the ADVENTURE MAINTENANCE and INTERACTIVE screens.
2. DATA PATH - List the file names in the data path of any adventures.
3. CHARACTER DESCRIPTION - Report on the description of any characters.
4. CHARACTER ITEMS - List the items a character owns.
5. CHARACTER NOTES - Print out the notes on characters.
6. ITEM - Report on any range of items.
7. ROOM - List information from the ROOM MAINTENANCE and INTERACTIVE screens.
8. RULE - Print any rules.
9. TABLE - Print table data.
10. SCREEN LAYOUT CHARACTER - List screen layouts for character description screens.
11. SCREEN LAYOUT ITEM - List screen layouts for item screens.
12. SCREEN LAYOUT ROOM - List screen layouts for room screens.
13. FILE - Report on the names of all CHARACTER, ITEM, ROOM, RULE, and TABLE files.
14. ITEM DATA PATH CHARACTER - List the file names in the data paths for CHARACTER file items.
15. ITEM DATA PATH ROOM - List the file names in the data paths for ROOM file items.

CHAPTER 7 REPORTS

Fields on REPORTS:

1. Reports Column - From here you choose the report you wish to print. To choose a report just put a Y by the type of report you desire. More than one report can be printed at a time.
2. Files Column - Here you can specify a file or a range of files to report on. If you leave these fields blank, all files will print. If you put in just one file number, that will be the file reported on. You can choose a range of files to report on by putting the lower keyed file in the left most fields of the Files column and by putting a higher keyed file in the right most field of the Files column. (See TUTORIAL example.)
3. Records Column - Here you can specify the record or range of records to report on. (Within the range of files.) If you leave these fields blank, all records will print. If you put in just one record number, that will be the record reported on. You can choose a range of records to report on by putting the lower keyed record in the left most fields of the Records column and by putting a higher keyed record in the right most field of the Records column. (See TUTORIAL for example.)

** TUTORIAL **

Some of the reports do not allow for a range of files, this is because the information is not in different files.

Some of the reports do not allow for a range of records. This is because records do not apply to those reports.

REPORT ON ONE RECORD - Suppose you wanted a report listing only the character description of Princess Kana Malrock. First you would put a Y next to Character Description under the Reports column. Then you would put a 2 in the first field of the Files column which is directly beside where you typed Y. Then you would move to the first field on the Records column and type in a 2. This tells the computer, Yes you want a Character Description Report on Record#2 within File#2.

REPORT ON ONE RECORD KEY IN ALL FILES - Suppose you wanted a Character Description report on all the characters in all files that have a Record key of 1. Put a Y next to Character Description under the Reports column. Leave the Files column blank. Put a 1 in the first field of the Records column.

REPORT ON A RANGE OF RECORDS IN A FILE - To get a Character Description report on all characters in Character File#1 that have a record key between 1 and 4, put a Y next to Character Description in the Reports column. Put a 1 in the first field of the Files column. Put a 1 in the first field under Records column and a 4 in the second field under Record column.

REPORT ON ALL RECORDS IN A RANGE OF FILES - To get a Character Description report on all characters in Character Files#1 to 3, put a Y next to Character Description in the Reports column. Put a 1 in the first field of the Files column and a 3 in the second field. Leave the Records column blank.

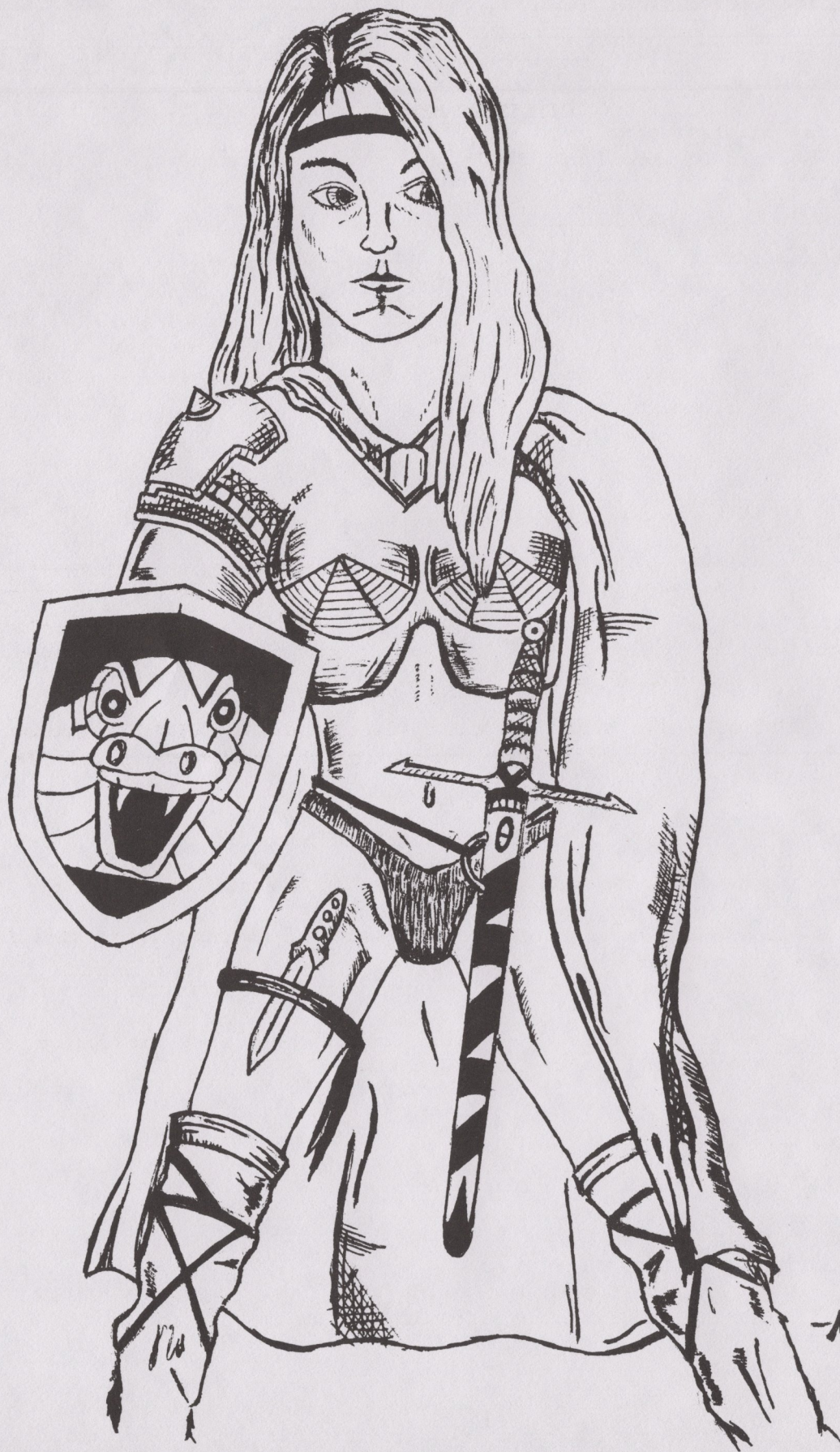
These examples will work for the reports which have fields under the Files column or Records column.

CHAPTER 7 REPORTS

In the displayed example an Adventure report will print for Adventure#1. A Character Description report will print for character records with keys between 1 and 10 in all character files. An Item report will print all the records in Item files between 1 and 2.

Try out a few of the reports.

Move on to section 8.1 UTILITIES MENU.



8.1 UTILITIES MENU

MASTER'S SCRIBE	
Date:01/01/91	Time:23:10:04
UTILITIES MENU	
Options	
1. Backup 2. Compress 3. Copy 4. Load 5. Set Data and Time	
 Choose Option#	
Rogue Software	

The UTILITIES section allows various ``house keeping`` chores to be performed. This is also the section from where Rogue Software Adventure Modules are loaded onto your computer.

The UTILITY MENU allows you access to all screens within the UTILITY section. To advance to a screen within UTILITIES type the appropriate option and hit ENTER. To return to MAIN MENU type in 99 or hit escape.

UTILITIES is divided into 5 sections:

1. BACKUP - Backup any or all MASTER'S SCRIBE files onto diskette for safe storage or to be used on another computer.
2. COMPRESS - Remove deleted records from all MASTER'S SCRIBE files. This frees up more space on your disk drive.
3. COPY - Copy the records from one file into another, saves the retyping of similar records.
4. LOAD - Load MASTER'S SCRIBE files from diskette onto your hard drive.
5. SET DATE & TIME - Set computer data and time.

*** TUTORIAL ***

Let's go to section 8.5 LOAD UTILITY.

8.2 BACKUP UTILITY

Date: 01/01/91		BACKUP UTILITY		Time: 00:42:25	
Files		File#	Range		
Character.....:Y		1	to	3	
Item.....:N			to		
Room.....:Y			to		
Rule.....:N			to		
Table.....:N			to		
Entire Adventure		Adventure#			
Entire MASTER'S SCRIBE data base		N			

Rogue Software

The BACKUP UTILITY is where MASTER'S SCRIBE files can be copied to diskettes for safe storage or for moving to another MASTER'S SCRIBE system on different computer.

To backup files, put a value in the file range next to the desired file type and hit ENTER. Or to backup all files within an adventure, file in the adventure #. Or to backup the entire data base put a Y by the question ENTIRE MASTER'S SCRIBE DATA BASE and hit ENTER.

To leave this screen, hit ESCAPE.

Fields on the BACKUP UTILITY screen:

1. File# Range - This column holds the range of files you wish to backup. See the TUTORIAL of 7.1 REPORTS for examples of how the File# range works.
2. Entire Adventure - Put in the Adventure# you wish to back up to diskette. All files in the data path for the given adventure# will be backed up.
3. Entire MASTER'S SCRIBE data base - Place a Y here to back up the entire data base.

WARNING: BACKUP WILL ERASE ANY FILES THAT WERE PREVIOUSLY STORED ON THE DISKETTES BEING USED.

*** TUTORIAL ***

If you have some spare diskettes (DON'T USE THE MASTER SCRIBE DISKS), try backing up some files.

Once you know BACKUP go to 8.6 SET DATE & TIME UTILITY.

8.3 COMPRESS UTILITY

COMPRESS UTILITY	
Date:01/01/91	Time:23:11:09
Compress MASTER'S SCRIBE data base?N	
Rogue Software	

When a record is deleted (CTRL R) it is not actually removed from the file it is just marked as deleted. After a while your files can be full of these deleted records, taking up valuable disk space. This is where the COMPRESS UTILITY comes in; it will remove the deleted records and compress the files.

When a compress is run, it works on all files in the data base. So it could take some time, depending on the size of your data base.

To run the compress, put a Y in COMPRESS MASTER'S SCRIBES ENTER DATA BASE and hit ENTER. The computer will ask you if you really, really want to do this. If you hit Y the compress will begin. The computer will tell you when the compress is done.

To leave this screen hit ESCAPE.

Fields on the COMPRESS UTILITY screen:

1. Compress MASTER'S SCRIBE files - Enter Y to begin the compression.

WARNING: DEPENDING ON THE SIZE OF YOUR FILES THIS UTILITY COULD TAKE A WHILE. IF NO ERROR MESSAGES APPEAR DO NOT BREAK OUT OF THIS ROUTINE - LET IT FINISH OR YOU COULD SERIOUSLY DAMAGE SOME OF YOUR FILES.

*** TUTORIAL ***

You may or may not want to try the compress. If you haven't deleted any records it won't do much. Next is 8.2 BACKUP UTILITY.

8.4 COPY UTILITY

COPY UTILITY			
Date: 01/01/91		Time: 23:11:43	
Files	Copy Parameters		
Character	File#	3 into	10
Item	File#	1 into	44A
Room	File#	into	
Rule	File#	into	
Table	File#	into	

Rogue Software

The COPY UTILITY is where MASTER'S SCRIBE files can be copied from one to another. This can be handy when you are creating a file that has vaguely the same type of records as another. For instance, you may want to build an item file for a futuristic universe and have already created an item file for a medieval universe that you could build off of. So you copy the medieval universe into the futuristic universe.

To copy a file put the file# that is to be copied into the first field under Copy Parameters. Put the file# that is to be copied into in the second field under Copy Parameters. Hit ENTER. The computer will ask you if you really want to do this. If you do enter Y and the file(s) will be copied.

More than one file can be copied at a time.

To leave this screen hit ESCAPE.

Fields on COPY UTILITIES:

1. First column of fields under Copy Parameters - The file that is being copied.
2. Second column of fields under Copy Parameters - The file being copied into.

WARNING: COPY WILL OVER WRITE RECORDS IF THE RECORD KEYS MATCH.

*** TUTORIAL ***

The example shows Character File#3 is being copied into Character File#10. If Character File#10 did not exist before, it will after this utility is finished. If Character File#10 existed, any Character records with the same keys would be over written.

Item File #1 is also being copied into Item File#44A

Play around with COPY, then go to 8.3 COMPRESS UTILITY.

8.5 LOAD UTILITY

LOAD UTILITY	
Date:01/01/91	Time:23:12:20
Load files from diskette:Y	
Rogue Software	

The LOAD UTILITY section is where MASTER'S SCRIBE files are loaded from diskette onto your computer's hard disk. Should you purchase a ROGUE SOFTWARE ADVENTURE MODULE this would be the screen where you would load in the files from the diskettes. Or if you had saved your own MASTER'S SCRIBE files, you would load them from here.

To leave this screen hit ESCAPE and you will be moved to the UTILITY MENU.

To LOAD files from diskette:

1. Type in Y (Yes) into the line ``Load files from diskette:'' and hit enter.
2. The computer will then ask you to insert the first diskette to be loaded into drive A:
3. Load the diskette into drive A: and hit ENTER.
4. The files will be loaded from diskette onto your hard drive. If the files are longer than one diskette the computer will ask for the next diskette to be loaded. This will continue until all files have been loaded.

WARNING: IF A FILE# ON THE DISKETTE MATCHES THE FILE# ON YOUR HARD DRIVE, THE FILE ON YOUR HARD DRIVE WILL BE WRITTEN OVER WITH THE NEW FILE.

*** TUTORIAL ***

Load up the adventure files for TURN ABOUT IS FAIR PLAY if you would like to. Once you feel comfortable with the LOAD UTILITY, move to 8.4 COPY UTILITY.

8.6 SET DATE/TIME UTILITY

SET DATE/TIME UTILITY	
Date:01/01/91	Time:23:37:10
Current Date:01/01/91	
Current Time:23:37:10	
New Date	:01/02/92
New Time	:23:37:10
Accept new Date/Time:Y	

Rogue Software

The SET DATE & TIME section is where you can set the clock of the computer.

To SET DATE & TIME, type in the date you want in the NEW DATE field. Type in the time you want in the NEW TIME field. Hit ENTER at the precise moment you want the new date and time to take effect.

To leave this screen hit ESCAPE.

Fields on the SET DATE/TIME UTILITY screen:

1. CURRENT DATE - The date the computer is set to.
2. CURRENT TIME - The time the computer clock is set to.
3. NEW DATE - The date you want the computer changed to.
4. NEW TIME - The time you want the computer changed to.

*** TUTORIAL ***

Try changing the date and time. Then set it to what it should be.
Let's go to a whole new section; 9.1 WORD PROCESSOR MENU.



9.1 WORD PROCESSOR MENU

M A S T E R ' S S C R I B E	
Date:01/01/91	Time:23:55:55
WORD PROCESSOR MENU	
(D)os	(E)dit (P)rint (Q)uit
Choose Command:Q	

BATTLES.NEW
NOTHING.DOC

BATTLES.OLD
SPECTRE.NTS

CAVES.DOC
TIME.DOC

DANGERS

ELFARMY

The WORD PROCESSOR section is meant to be used by the referee to elaborate on subjects or print documents not covered by INFORMATION MAINTENANCE. Any number of files can be created and printed.

To advance to the word processor functions, type in the first letter of the function and hit ENTER. Quit or ESCAPE will take you to the MAIN MENU.

The WORD PROCESSOR MENU allows you access to the three main functions:

1. DOS - Copy, Delete, or Rename word processor files.
2. EDIT - Create and enter text.
3. PRINT - Print the files you created in the word processor.

**** TUTORIAL ****

Go to section 9.3 EDIT.

9.2 DOS

Date:01/01/91		WORD PROCESSOR		Time:00:46:27	
DOS					
(C)opy file	(D)elete file	(Q)uit	(R)ename file		
Choose Command:Q					

BATTLES.NEW
NOTHING.DOC

BATTLES.OLD
SPECTRE.NTS

CAVES.DOC
TIME.DOC

DANGERS

ELFARMY

The DOS function allows you to copy, delete, or rename files created in the word processor.

To use a function of DOS, type in the first letter of the command and hit ENTER.

The functions of DOS:

1. COPY - This function will ask you the file you wish to copy from and the file you wish to copy to. Hit ESCAPE should you get stuck for some reason (Like forgetting why you are using the COPY function) and need to get out of COPY.
2. DELETE - This function will ask you the file you wish to delete. Type in the file name and hit ENTER. The file will be removed. If you get stuck, hit ESCAPE.
3. QUIT - This will return you to the word processor main menu.
4. RENAME - This function will change a files name. Enter the name of the old file name then enter the name of the new name for the file.

*** TUTORIAL ***

Try renaming, copying and deleting some of the files you created.
Move on to Appendix A TIPS ON MASTER'S SCRIBE.

9.3 EDIT

WORD PROCESSOR	
Date:01/01/91	Time:00:50:25
EDIT	
(S)ave	(Q)uit
File:ELFARMY	Row 1 Col 1

THE SECRET ARMY OF THE ELVES

It is this writer's opinion that there is one major question that has yet to be answered. And that is how the elves have managed to survive so long. All they like to do is natural stuff like grow plants, talk to animals, and dance and sing all day long. So how is it that these people are able to frolic about all day without being enslaved by some other race? The only answer to that question is this: The elves have a secret defense force that is always on the alert for any invading army. That has to be it. The elves we see don't fight yet they remain free, so the elves we don't see must fight. The secret army.

Now for the biggest question of all: Where do the elves keep their armies? And the answer to that is....in their sleeves of course.

The EDIT function is where you create files and then type data into the files. This data can be anything at all: documents, tables, notices, explanations, stories, whatever.

When first entering the EDIT function you will be asked what file you want to edit. The file directory is displayed in case you forget a file name.

Once you have entered the name of the file you want, if the file exists the data will be displayed on screen. If the file did not previously exist, a blank screen will appear. This is a text area it will function using the same commands as the text areas in INFORMATION MAINTENANCE and INTERACTIVE PLAY.

SAVE (ALT S) will save the file but allow you to continue working on the file.

QUIT (ALT Q) will ask you if you wish to save the file and then take you back to the word processor menu.

***** TUTORIAL *****

Create a few files and put some text in them. Look at some of the ones already there.

Go to 9.4 PRINT function.

9.4 PRINT

WORD PROCESSOR	
Date:01/01/91	Time:00:58:07
PRINT	
ESCAPE key to quit	
File to print:ELFARMY	

BATTLES.NEW
NOTHING.DOC

BATTLES.OLD
SPECTRE.NTS

CAVES.DOC
TIME.DOC

DANGERS

ELFARMY

The PRINT function allows you to print out the files you had created in the EDIT function.

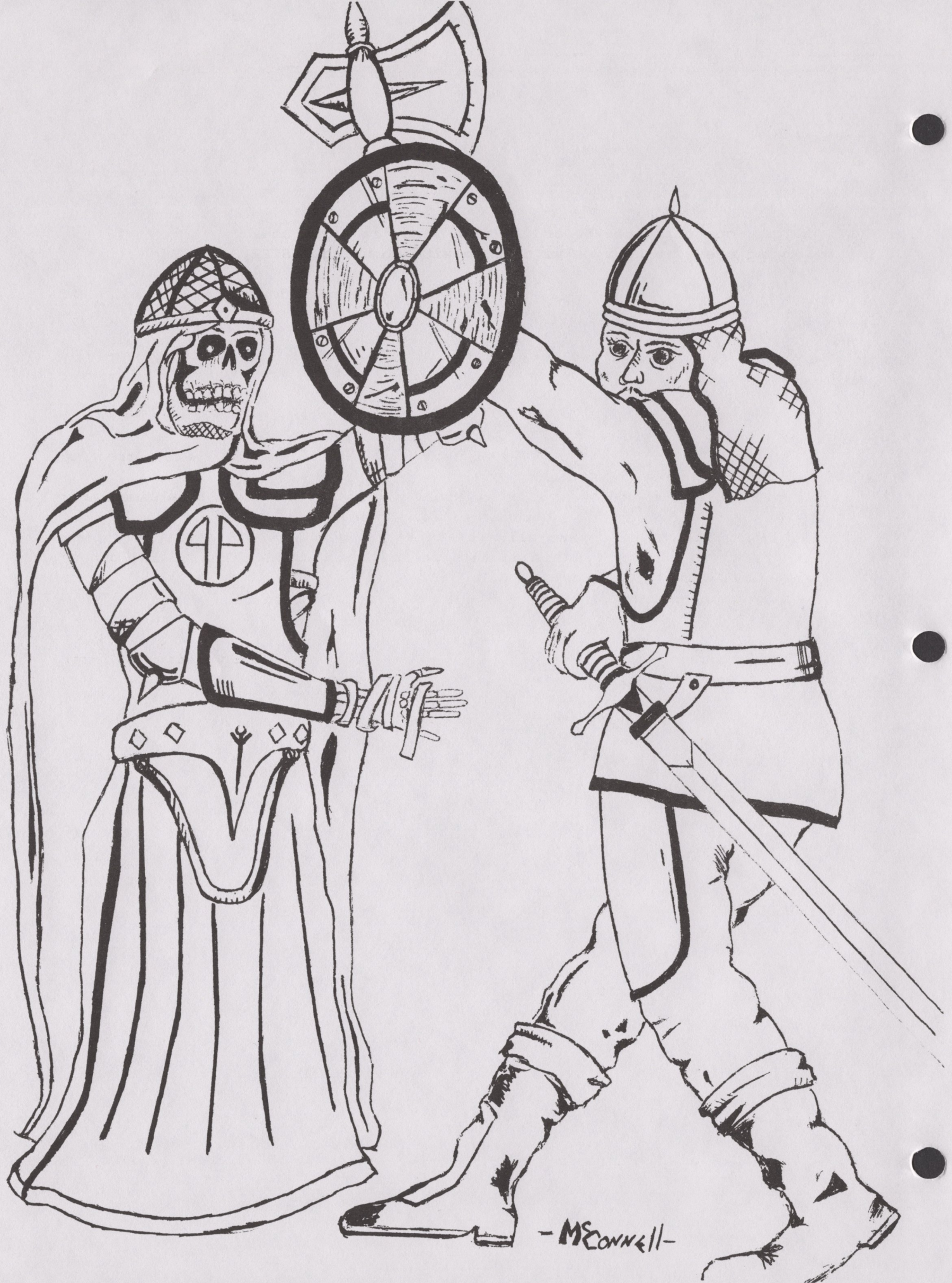
To print a file, type in the name of the file and hit ENTER. When the file is done printing you will be allowed to print another file.

To leave this screen hit ESCAPE.

*** TUTORIAL ***

Print one the files listed in the directory.
Go to 9.2 DOS.





APPENDIX A TIPS ON MASTER'S SCRIBE

The one thing to remember while using MASTER'S SCRIBE is that you should use whatever system of storing data that is most comfortable to you. There is no right or wrong so long as it works for you. If you want to create 999 different character files and put one character record in each file, go right ahead.

The following are some tips we've come up with to using MASTER'S SCRIBE:

1. Try to keep the number of large files in a data path down to a minimum. If you get too many large files in the data path the computer may take some time to find the right record.
2. Use record keys that are easy to type in, avoid symbols you aren't used to.
3. Try to use some of the same files in different adventures. This will save you typing and disk space.
4. Back up your data base files whenever you have typed in a large amount of data. It would be a shame to loose it all if your computer goes down.
5. Compress files if you've been deleting lots of records - this will free up space and speed up key searches.
6. Print out reports after typing in a mass of data. These can be a time saver when it comes to trying to remember forgotten keys.
7. When stuck in a screen and all else fails, hit ESCAPE.
8. Buy low, sell high. (This doesn't really apply to MASTER'S SCRIBE but it is still a good tip.)

*** TUTORIAL ***

Congratulations! You are now a graduate of MASTER'S SCRIBE university. Go forth and referee like a computerized pro.

APPENDIX B ABOUT THE AUTHORS

Robert W. Love: An obsessive/compulsive who is also president of Rogue Software. Shortly after graduating from Illinois State University with a degree in Computer Science, Robert moved to Chicago. After working for a number of huge companies, Robert managed to secure a job as the data manager for a small company in a small town. A blissful existence some might say; a low pressure job, in a low pressure town. Unfortunately the company went belly up and Robert was forced to do something else. He and Emily, his wife, decided to start a computer game company.

Emily E. Love: The vice president of Rogue Software and an intelligent lady with a love of the finer things in life. A graduate of Bradley University with a degree in Computer Science, Emily worked in and around Chicago as a computer programmer before moving to a small town with her husband. For a time, she was comfortable. Blissful, some might say. But as we all know, she suddenly had to support Robert after the company he worked for went belly up. Then came Rogue Software and long hours, and tension, and headaches, and Emily found herself toying with the idea of selling Robert to scientists for medical experiments.

Together these two came up with the idea of a company that would produce intelligent gaming software; where the games are more of a challenge to the mind than to the reflexes. It was on this premise that they started Rogue Software.

APPENDICES

APPENDIX C CREDITS

THE ROGUE CREW

Advertising

Photography: Elwood Lenox

Hair and makeup: Brenda McGee

Costumes by: The Chainmail Sweat Shoppe, Tom Van Hoose, Louie and Marcie Schwartz, Brenda McGee

Weapons furnished by: Dennis O'Byrant, William Van Hoose

Advertising by: Think Again Concepts

Printing

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Graphic Arts: John Devine, Lyle Zimmerman

Maps: Chris Coss, Emily Love, Matt Love, Robert Love

Lettering: Anita Mau

Additional Mapping: Louis W. Schwartz

Programming

Additional Equipment: Dottie and Michael Love, MCL Software

Lead Programmers: Robert W. Love & Emily E. Love

Business Management: Emily E. Love & Robert W. Love

In the We Couldn't Have Done It Without You Dept:

Karen Van Hoose and Chloe, her assistant, for ``the looks'', Lucy and Roger Hoyle, Doug Huizenga and Industrial Data Systems (I someday hope to learn how to hook up a printer cable correctly), J. T. Kirk and his crew (``We need warp speed in ten minutes or we're all dead''), Jean-Luc and his crew (``It's hard to work in a group when you're omnipotent''), T-man, Alex, Geddy, and Neil, Alice C., Gene, Paul, Ace, and Peter, warm syrupy drinks full of caffeine, stupid movies, Andy and Nancy Heckman, Michael Charles Love (We proved that a Vulcan and a Klingon can work in the same room, discuss things and not end up trying to throttle each other), Ryan Michael for helping choose pictures, the cows for staying out of the pictures, the big Kahoona upstairs, Jeff Bedore (Remember the three Vodkateers?), Barb and George: for taking us to dinner when we should have been doing marketing research. A very special thanks to Lyle and Debbie Zimmerman: Lyle you got us through some sticky situations, Debbie you were understanding of all the phone calls.

A very, very big thanks to our families for their support, understanding, and for not laughing out loud.

``If a job is once begun, be it large or be it small, do it right or not at all...''

Thanx...

APPENDIX D CHEAT SHEET

CHEAT SHEET OF MAJOR COMMANDS

To access records:

ALT F - FIND record

ALT S - SAVE record

ALT B - Read BEGINNING record of file

ALT E - Read ENDING record of file

ALT N - Advance to next record (next highest key)

ALT P - Back up to previous record (next lowest key)

To move cursor into or out of a window area:

ALT ARROW UP - Move cursor above window

ALT ARROW DOWN - Move cursor below window

ALT ARROW LEFT - Move cursor to left of window

ALT ARROW DOWN - Move cursor to right of window

For use with TEXT or RECORD WINDOWS:

ALT A - Add a line

ALT D - Delete a line

PG UP - Move window display up one page of information

PG DN - Move window display down one page of information

For use within field:

INSERT - To insert characters

DELETE - To delete characters

END - To go to end of field

ARROW LEFT - Move cursor left

ARROW RIGHT - Move cursor right

To move cursor around screen:

ARROW DOWN - Move cursor down to field below current field

ARROW UP - Move cursor up to field above current field

TAB FOREWARD - Advance to next field to right of current field

TAB BACKWARD - Advance to next field to left of current field

To use data path searches:

ALT K - KEY search of data path for next occurrence of key

To move around screens in INTERACTIVE PLAY:

F1 - ADVENTURE SCREEN

F2 - DATA PATH SCREEN

F3 - CHARACTER DESCRIPTION SCREEN

F4 - CHARACTER ITEMS SCREEN

F5 - CHARACTER NOTES SCREEN

F6 - ITEM SCREEN

APPENDIX E PROBLEMS? QUESTIONS? COMMENTS?

At ROGUE SOFTWARE we want our products to be perfect...but that isn't always the case. Only after thousands of people have begun banging away at the programs do some errors want to appear. Please write us should you have any problems, suggestions, or comments. We'd be glad to hear from you.

Write to:

ROGUE SOFTWARE
P.O. BOX 920
FREEPORT IL. 61032
ATTN: MASTER'S SCRIBE

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Following the initial ninety day warranty period, defective media will be replaced for a replacement fee of \$6.00. Defective media should be returned to: Rogue Software, ATTN: MASTER'S SCRIBE, P. O. BOX 920, Freeport Illinois, 61032. Enclose it in protective packaging, accompanied by:

1. Proof of purchase seal from manual.
2. A brief statement describing the defect.
3. A \$6.00 check or money order (if beyond initial ninety day warranty period).
4. Your return address.

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Proof of Purchase

Yes. I did indeed purchase MASTER'S SCRIBE.

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The story of the 'New Continent' begins with this adventure module, INTRIGUES IN ANTIETUM - designed exclusively for MASTER'S SCRIBE by author Matt Love. In the fortified port city of Antietum, your adventurers will set out on a simple mission to rescue a girl from a priest of evil. But the mission is not so simple. And no one seems to be who they claim to be. Every action the players take will entangle them more deeply in the webs of treachery and deceit that lie hidden in Antietum. Where faction is against faction for money, power, and the control of Antietum - and the adventurers are the weights that can tip the scales.

More than just monsters to battle and treasure to find, INTRIGUES IN ANTIETUM is a test of character for any size adventure party. Will your adventurers succumb to temptations that will ultimately lead to the destruction of their party and themselves?

This adventure module features

- 4 huge maps of the port city Antietum.
- Over 250 characters.
- Over 200 buildings with full descriptions of each room inside each building.
- Full background information on the adventure INTRIGUES IN ANTIETUM.
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- Information on over 50 weapons
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Send in this order form today to get the adventure module 'Intrigues in Antietum' by Matt Love.

YES! Rush me a copy of 'Intrigues in Antietum' by Matt Love.

Name: _____

Address: _____

City: _____ State: _____ Zip: _____

Enclosed is \$17.95 for one copy of 'Intrigues in Antietum' plus \$4.12 for shipping and handling. Please make check or money order payable to ROGUE SOFTWARE.

Send to ROGUE SOFTWARE

ATTN: INTRIGUES

P.O. BOX 920

FREEPORT IL. 61032

APPENDICES

APPENDIX L MASTER'S SCRIBE REGISTRATION

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Name _____

Address: _____

City: _____ State: _____ Zip: _____

Phone Number: (____) _____ - _____

Age: _____ Sex: _____

How did you hear about MASTER'S SCRIBE? _____

Where did you purchase MASTER'S SCRIBE? _____

What are your impressions of MASTER'S SCRIBE? _____

Any other comments or suggestions?: _____

